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OFFICIAL MAGAZINE



Fox blasts back in...
STAR FOX

ASSAULT

The **ONLY** official review!
PLUS! Fox's secret history!



TALK TO ME! >>
Mario Party 6 reviewed

PLUS...

● **Nintendogs** ● **The PokéPark** ● **TimeSplitters 3** ● **Pac-Pix**
● **40 NEW Zelda shots** ● **First Revolution details** ● **DS online and more!**

STAR FOX ASSAULT

RAYMAN DS



DOUBLE
THE ADVENTURE



NINTENDO DS

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ASPHALT URBAN GT



DOUBLE
THE SPEED



gameloft

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SPRING

A Game Where Everyone Scores



DOUBLE
THE DATING



UBISOFT

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Welcome to NOM UK



**When I turned 16
I got *Star Wing*,
Lylat Wars was
my first N64
game. Now Fox is
back this month
and I can't wait.**

From the Super FX chip, via the Rumble Pak to GameCube, the Fox team have put their Rare past behind them and hit back in the true space blaster you've been dying to play.

This issue we thought just the review wasn't enough, so we tracked down Dylan Cuthbert, one of the original *Star Wing* team. He's like you or me, a bloke from England who wanted to create a Nintendo game. He did, and ended up working at HQ in Kyoto.

That's something I'm sure many of you have dreamt about and remember not all games get made in Japan – Fuse Games and Kuju make them right here in the UK – so listen to Dylan and one day you might work with Mr. Miyamoto.

Enjoy the mag!

Twin Street

Editor



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(and the Great Fox animal they'd be)

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IT'S ABOUT
HOW YOU
SCORE
NOT HOW
MANY*



PlayStation.2



DK's Big Bananas

THE COOLEST THING
IN GAMES THIS
MONTH



**THIS MONTH...
IT'S THE WORLD'S
FIRST POKÉMON
THEME PARK!**

➤ Alton Towers might have The Nemesis and Blackpool worships its Big One, but the ultimate theme park is 5,000 miles away. Get in line for the PokéPark.

As crazy as it may sound, we haven't just made it all up. Forget Victory Road, Aichi in Japan is the new mecca for Pokémaniacs – the place where the all-new PokéPark has just flung open its doors as part of the 2005 World Expo.

Unless a plane ticket to Japan suddenly drops to £1, we don't reckon many readers will be licking a Dewgong ice-cream and throwing-up on the Rayquaza rollercoaster any time soon, but at least entry is free until the park's closure on September 25th.

However, you have to pay to actually go on any of the 12 attractions or games with Edy (prepaid e-money) available inside the park. Want to know what the 12 are? Look over there...

POKÉMON LIST

**No 001: BUMPER CAR
BATTLE: AQUA VS. MAGMA**
"Drive without a seatbelt"



Choose Team Aqua or Magma and battle your arch-rivals (mum and sister). Remember to take off the seatbelt, that's for babies.

START DAY

QUERY DATA CANCEL



POKÉMON LIST

**No 008: TWISTER:
FURY IN THE SKY**
"Scream like a girl"



Hold onto your Balls as the snarling Dragon Pokémon Rayquaza takes on the ugly space virus Deoxys on twisty rails in the sky.

START DAY

QUERY DATA CANCEL



POKÉMON LIST

No 002: THE PICHU BROTHERS' RASCAL RAILWAY - "Cheaper than GNER"

Join the Pichu Bros., Wynaut and Munchlax on a Journey around the PokéPark. Don't pull the cord or you'll be fined 300 Yen.

START / CRY QUERY DATA / BANCAL

POKÉMON LIST

No 003: POKÉMON GIANT FERRIS WHEEL "Load of balls"

Massive Monster and Hyper Ball carriages tower into the sky. Spin the silver disc in the middle to make your mate chuck up his lunch.

START / CRY QUERY DATA / BANCAL

POKÉMON LIST

No 004: PIKACHU FOREST Pikachu overload "Drive without a seatbelt"

How many Pikachu can you spot as you ride around in a circle on the back of eight playful Pikachu. Six, we reckon.

START / CRY QUERY DATA / BANCAL

POKÉMON LIST

No 005: MUDKIP'S BIG SPLASH "Gonna get wet"

Prepare to splash out on Mudkip's adventurous water ride! It comes complete with a 'surprise' drop at the end.

START / CRY QUERY DATA / BANCAL

POKÉMON LIST

No 007: ALTO MARE GONDOLA CRUISE "The lazy river"

Take a gondola ride and look out for the Legendary Birds Latias and Latios without some overpaid Italian trying to chat up your bird.

START / CRY QUERY DATA / BANCAL

POKÉMON LIST

No 006: POKÉMON MERRY-GO-ROUND "Barking mad"

Clamber onto a Legendary Dog and ride the 360 degrees, waving to your parents each time you go round. Repeat 'til you get dizzy and fall off.

START / CRY QUERY DATA / BANCAL

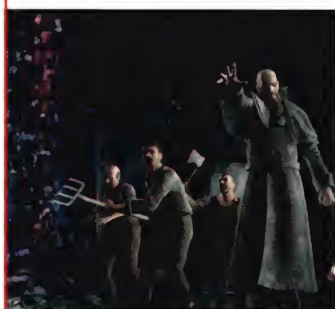


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THE COVER STORY!

Star Fox Assault

010



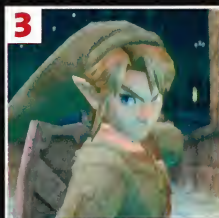
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10 THINGS WE DIDN'T KNOW LAST MONTH...

1. Hak would fall in love with a blue furry fox called Krystal. Hello! It's called bestiality! That's wrong, Hak, so very wrong (*Star Fox Assault*, p010) 2. We'd be willing to travel back to the sweaty hovel that is our local arcade (*Mario Kart GP*, p028) 3. Eighty seconds of footage would become the most important thing in our lives (*The Legend of Zelda*, p042) 4. Miyamoto was the inspiration for a spaceship-flying fox (*The Secret History of Star Fox*, p052) 5. That a girl could actually kick some real ass (*Viewtiful Joe 2*, p060) 6. After hours of gaming we'd get the worst reward ever (*Yoshi's Touch & Go*, p064) 7. Cherished games from Kingsley's childhood would be tragically mangled (*Retro Atari Classics*, p085) 8. Ten pages would mean a hell of a lot of screenshots and pant changes for Burman (Professor E. Gadd's Guides, p088) 9. We'd still be going barking mad (boom boom!) over some virtual puppies (*We Can't Wait For These...* p100) 10. Galactic Badger would become our most loved game character ever (*Club Seal*, p114)

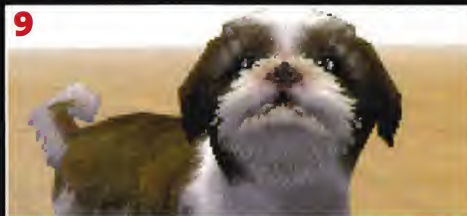
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Star Fox Assault

Praise the god of space animals! Fox has got his guns back and he's in the mood to wreck all sorts of expensive stuff.

GAME INFO

Out: **APRIL 29TH**
Players: **1-4**
Price: **£39.99**
Publisher: **NINTENDO**





■ Science fact: foxes hate apes and drove them to extinction in the UK

➤ Fox is a cold killer. That's what he was made for. His job isn't to run around with a crappy stick, babysitting some idiotic little dinosaur and collecting junk. His job is to blast fat lasers and chuck nova bombs.

If we were super-cool space pilots we'd be pretty pissed off if we then found ourselves having to play stick fights with pea-brained lizards and their primitive weapons. Laser withdrawal symptoms would set in and we'd go off the rails, snap the stick and jump into a Landmaster to deal those scaly fools some proper laser pain.

Thank God *Star Fox Assault* puts Fox back where he belongs - in the cockpit of an Arwing. He's gone back to blowing stuff

up, wasting enemy ships by the hundreds and flicking the V's at the burning pilots inside. *Star Fox Assault* is a straight-up, no-messing thumb workout, with all the laser-blasting action of the classic *Star Fox* games.

There's no map screen this time and, unfortunately, no alternative routes through the game. Instead, the plot unfolds over a linear set of missions - ten in total - that take you from Arwing levels in space, to ground-based missions on-foot and in Fox's tank - the Landmaster.

The *Star Fox* team is launched into action when Andrew Oikony, one of the evil Dr. Andross' dirty allies, attacks the Cornerian fleet with a huge army of space fighters. >>>



They do their best to resist, but the fleet's main defences are penetrated by Andrew's ships. They were looking pretty screwed until Fox and the gang turn up to mop the floor with Oikonny.

But after dealing with the ugly ape, Fox encounters a far darker force. Powerful creatures known as the Aparoid are rapidly spreading through the galaxy using their power to possess all machines and living beings. It won't be long before they have control over the whole of the Lylat System. The fleet are obviously too rubbish to deal with this new menace so it's up to the Star Fox team (yes, even the ever-incompetent Slippy Toad) to take them on. And this time, they're going to use brutal force. No talk, just action – shoot first don't ask questions later.

The best thing about *Star Fox Assault* is the ability to jump in and out of vehicles and run around as you please, at any time during a mission. In these missions you usually begin on-foot. The locations of your Landmaster and Arwing are shown on the



Slippy's just worked out how to start his ship. Nice one, Slips

radar. All you need to do is stand next to one and you'll be able to leap into the driving seat. You can't do this in every mission – it depends on your objectives. But imagine how cool it feels to blast enemies with your hand cannon, then sprint up to an Arwing, tap a button and moments later be swooping around in the air.

Namco has used this vehicle swapping system to make some amazing scenarios. Sargasso Space Zone is one of the coolest *Star Fox* missions ever. You're inside a huge space station where you and Slippy have to take out



Space foxes can talk and fire guns, but do they still eat out of bins?

“The action's furious – it reminds us of *Jet Force Gemini* on N64.”

enemy soldiers and destroy the pods that are generating them. Meanwhile, Falco and Krystal are in a dogfight in their Arwings outside the station. Unfortunately Falco and Krystal aren't doing too well and a bar at the top of the screen shows how outnumbered they are.

When the bar starts to fill up and they're getting their asses kicked you've got to run to the landing bay and jump into your Arwing to help them. We reckon when Fox gets into his ship those enemies must drop some serious ass-mustard because within seconds of you taking off, you're blazing lasers and squatting them like flies.

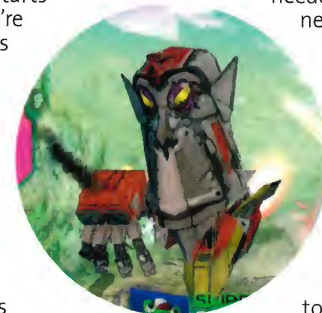
As enemy numbers fall, so does the Bar of Desperation. When the situation is under control, you fly back into the landing dock, leap out of your Arwing and continue your mission with Slippy.

In other missions, you'll be storming around in the Landmaster, using its heavyweight firepower to ruin enemies, then you'll need to jump out and go on-foot into a hostile enemy base, machine gun in hand. This mix of gameplay is just what the *Star Fox* series

needed to take it to the next level; not a bent magic wand and a baby dinosaur.

We know you might be thinking *Star Fox* could probably do without those walking sections altogether. That's what we thought, too, but they're actually a lot better

than we expected. Fox is no lazy stroller, he sprints around at a rapid pace. Massed ranks of enemies charge into view and you blow them apart with fat machine guns and rockets. The action is fast and intense – it reminds us of the awesome N64 blaster, *Jet Force Gemini*.



Peppy is about the coolest hare we know. He's a bit fat though

Unlockable glory

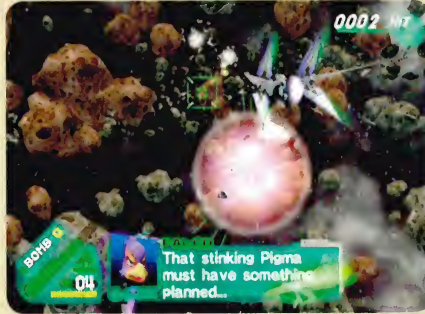
Fly like a Top Gun and get decent rewards.

Star Fox Assault is full of neat unlockables that you can earn for completing various tasks. Finishing the single-player mode will open up Survival mode where you must play through the missions without getting killed. You can't save.

As well as tons of extra levels, there are two secret characters to unlock in the multiplayer mode (we're not telling you who... yet). But the most interesting unlockables are three classic NES shooters, *Xevious*, *Star Luster* and *Battle City*.



As hard as NES-ails. There are three classic Namco games to unlock, including *Xevious*



Survival mode – can you finish the whole game in one go without dying?



All the best multiplayer levels are locked at first. But they're worth the effort



■ “Um, yeah... it was, er... like that when we found it, Falco.”



■ Krystal provides all the air support you'd expect. Not much



Most of the on-foot missions require you to take out specific targets on your radar. You start off with a standard blaster, which can shoot single-fire lasers or a more powerful charged shot that's essential for taking out enemies protected by a force field. But the real fun kicks off when you get your paws on some proper wreck-the-place weapons.

You'll stumble over plenty of bigger shooters scattered around the battle zone. The machine gun and Gatling gun will put

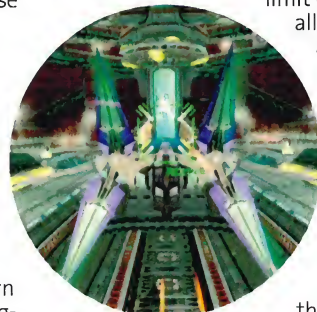
a smile on your face as you spray rapid-fire bullets down an enemy-packed corridor. Crowded rooms can be cleared with a few high-explosive grenades. Bigger enemies laugh at petty bullets, but they're not so cocky when you're packing the rocket launcher and get Rambo on their ass. Two shots from that beast turns them into scrap metal.

The sniper rifle is just as powerful as the rocket launcher but the action is usually too intense to use it. However, there's

an entire mission dedicated to using the sniper rifle on the Star Fox team's base planet, Corneria. You have to shoot down some hovering radar jammers while Slippy, Falco and Krystal do battle in the skies above. You need to take aim and shoot before the Jammers return fire with lethal ring-shaped lasers.

At the same time, land-based foes try to bust your ass while you're staring down the zoom scope and you have to change

weapons to deal with them. Your aiming skills are pushed to the limit when one of your allies calls for help and you have to shoot MOVING fighter ships out of the air. But with the dual-analogue control mode selected you can strafe and shoot accurately. It's a shame the Landmaster's controls aren't quite as comfortable. The main problem is the method you select affects both the Landmaster and on-foot controls.)))



“The shooting is top-quality and the graphics are amazing.”



Dual-stick mode suits running around perfectly, but it's unnatural in the Landmaster. It's too much hassle to go to the options screen and change control modes every time you get in and out of the Landmaster so you just have to put up with it.

Some of the levels just don't feel like they're designed for the Landmaster and manoeuvrability can be awkward. The only level that's great with the Landmaster is mission four on Fichina. The battle on this snow-covered and stormy planet takes place in a wide-open battle zone where you have enough room to move the tank around freely. Other locations, like Sauria, have winding paths and uneven terrain that make it a pain to manoeuvre.

Those missions aren't half as fun as the Landmaster levels in *Lylat Wars* on N64, which were



■ Why don't our buildings look like huge cogs? Earth is so lame

■ Shoot its wings off. It loves that



■ Looks like Slipper's met a lady toad down the space pub



■ Somehow, the gut-shredding mechanical clank of the machine gun beats lasers all day long



■ Arwing those robots to death



■ It's not scared, that's a laser

on rails like the Arwing stages and just as fast and frantic. There are no on-rails stages for the Landmaster in *Star Fox Assault* at all. That's a mistake – the Landmaster would have been much better suited to them.

Obviously the star vehicle of the show is the Arwing. As well as the awesome all-range, vehicle-hopping missions, the traditional on-rails Arwing missions have returned. This is what *Star Fox* is all about, and for hardcore fans, playing classic shooting levels in all

their luscious 128-bit glory is a moment of long-awaited glory. It's like being reunited with a long-lost brother.

It's all there, the Nova Bombs, the twin-laser upgrades, the barrel rolls and the awesome boss battles to finish off. And it all looks absolutely stunning. Whether you're blasting through the dark depths of space or swooping low over the grassy green surface of planet Fortuna, you'll be amazed by the silky smooth and highly detailed visuals in these missions. *******

Multiplayer overload

Get the skinny on *Star Fox Assault*'s mate-mashing multiplayer madness.

The Multiplayer mode in *Star Fox Assault* is massive. There are three game types: Point mode gives victory to the first person reaching a set number of kills; Time mode is you against a set time limit to get as many frags as you can; and Survival mode crowns the last man standing as the big winner.

It has depth, too. Each character has performance stats like health, running, jumping and aiming skills when in each of the three vehicles. Not only that, there are loads of battle levels. Most of them are stages from the Story mode, unlocked when you finish that mission. Check this lot out...

THE LEVELS



SIMPLE: There are three Simple Maps in the game. Without the beautiful scenery, their basic layout allows for straight-up rucks.



GREAT FOX: An Arwing-only battle stage above the clouds. You and your opponents dogfight around the huge Great Fox ship.



KATINA OUTPOST: A small Cornerian base. You can explore the interior to get extra weapons to gain the upper hand.



INNER SARGASSO HIDEOUT: An indoor stage with multiple floors. There are no vehicles, so it's strafing skills that count.



FICHINA: A huge map on the snowy planet. You won't get far on foot so it's a mad scramble to grab an Arwing or Landmaster.



CORNERIA: This gigantic complex looks absolutely breathtaking, with bridges and buildings that make for amazing battles.



CHARACTERS



SLIPPY

Health	****
Run speed	**
Jump height	****
Arwing skill	**
Landmaster skill	*****
Hand-weapon skill	***

SLIPPY EXTRA: Charge Speed x2 (charges lasers faster)



FALCO

Health	*
Run speed	****
Jump height	****
Arwing skill	*****
Landmaster skill	**
Hand-weapon skill	***



KRYSTAL

Health	**
Run speed	***
Jump height	***
Arwing skill	**
Landmaster skill	**
Hand-weapon skill	***

KRYSTAL EXTRA: Barrier x2 (gets a barrier after being killed)



FOX

Health	***
Run speed	***
Jump height	***
Arwing skill	****
Landmaster skill	****
Hand-weapon skill	****



» If you loved the old games, that nostalgic feeling will kick in as you barrel-roll out of danger and let off a barrage of laser fire from your Arwing's blasters. Like past games, you can hold the shoot button for a few seconds to charge up a more powerful shot that'll lock-on and home in on any enemy you target. The range of movement is much wider than past games, too.

The radio contact is in there and as tedious as ever. It's strange – the sound effects and background music in *Assault* are superb, yet the voice samples don't live up to that standard. Apart from Slippy still sounding like he's breathing helium, some



■ **Science fact: A bird's brain is smaller than its ring piece**

of the dialogue is repetitive to say the least. Every time Krystal shoots an enemy she says: "Enemy ship down." "Enemy ship down." "Enemy ship..." WHATEVER! SHUT UP, WOMAN!

Regardless, it's essential that you protect them from harm because they each play vital roles in the boss fight at the end of the level. Slippy provides the boss' health bar, so you know when you're doing damage. Krystal gives you advice on where to shoot and Falco puts his itchy trigger feather to good use, taking

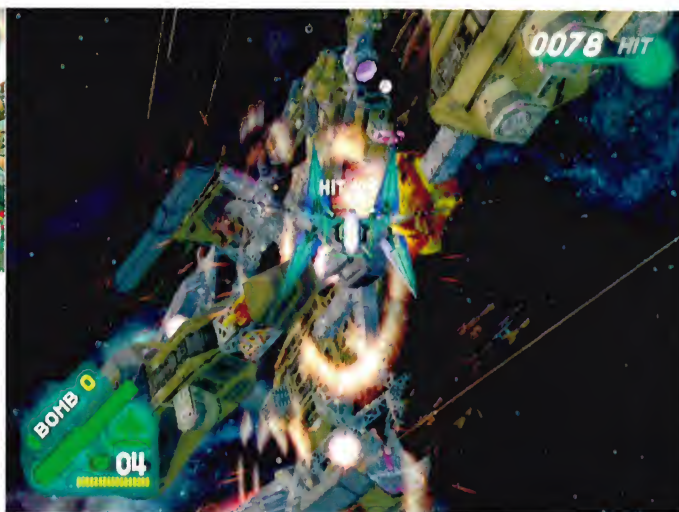


■ **Science fact: like all real-life foxes, McCloud has no fear gland**



■ Dive into huge space stations...

■ ... and dodge past asteroids



■ **Space, like Earth is basically just full of stuff that needs blowing up**

out any smaller foes hanging around. Without them, boss confrontations are much tougher.

The bosses in *Lylat Wars* were amongst the most memorable from the N64 era and some of the bosses in *Assault* are just as awesome. Oikonny is the boss of the first level, who has a massive ship shaped like his face. He swings giant fists at you to literally punch your Arwing out of the sky. You defeat him and you think it's all over. It isn't... but we won't spoil it for you.

If you think the on-rails gameplay is primitive and restrictive you're wrong. Its basic nature is what makes it fun. Enemies come on screen. They shoot lasers and missiles at you; you dodge everything and waste them. We love it but sadly, there aren't nearly enough classic-style Arwing missions in *Assault*. In fact, there are only three.

Star Fox Assault needed to be loads longer than it is. *Star Wing* on the Super NES has 15 missions, including the Black Hole and three versions of Venom. *Lylat Wars* on N64 also had 15 brilliant missions, one being an awesome underwater mission in the Blue Marine – Fox's submarine. *Assault* only has ten and with no map screen there's no choice of route.

Being religious followers of the past installments in the series, we're not happy about the map screen being ripped out.



■ If you don't think this looks über-sweet ask someone to punch you

Wing man

Look out for Mike side-surfing on a 747 wing.

Star Fox must have superglue on his boots because he fights the boss on the Corneria mission standing on the wing of an Arwing.

You don't control the ship, you just aim and shoot the cannon Fox has over his shoulder. Not only have you got to take out the boss, you also have to deal with enemies on the ground before they get a lock on your craft and shoot you out of the sky. It's one of those raw shooting challenges that leaves your fingers battered.



That bloody amphibian can be as complimentary as it likes, but it's still you standing out there with hot plasma flying towards your furry face

"As good as Assault is, it's not long enough to really satisfy us."

The map screen was a massive part of the series and the alternative routes added variety to the game each time you played. It gave a degree of freedom and choice in games that otherwise restricted you to as much movement as a train on its track.

Star Fox Assault is a really fun title with loads of neat features that are new to Star Fox, but as much as it's put

into the series, it's also taken a lot out. The removal of the map screen, with its alternative routes to the end is the biggest loss and one that hits the lastability of the game hard. If there had been another five to ten missions, Assault would have scored much higher.

Having said that, the hectic shooting action in Assault is top-quality and graphics are simply amazing, plus it packs a mean multiplayer mode. But being so short, we think hardcore Star Fox fans will still rate Lylat Wars as the best game in the series.



■ Science fact: one beautiful day, space will be filled with murderous satellites like this



Nintendo®

OFFICIAL MAG SAYS...



GRAPHICS

9

Everything from the planets to the laser swarms in space looks absolutely stunning. And it runs smooth as silk.



SOUND

8

The score is so good it sounds like a Star Wars movie and the laser blasts are sweet. It's a shame the voice samples are so crud.



INNOVATION

8

The Arwing missions are spot on and the hectic on-foot sections are better than we expected. But there's not enough flying.



VALUE

7

The main game is far too short. You'll blast through it in a couple of hours. But the multiplayer will rock on for ages.

MARIOS AND WARIOS



IT'S ONE OF THE BEST LOOKING GAMES ON GAMECUBE SO FAR.



THE CLASSIC ON-RAILS ACTION IS AS GOOD AS IT EVER WAS.



YOU CAN JUMP FROM ONE VEHICLE TO ANOTHER IN THE MIDDLE OF MISSIONS.



THERE ARE SOME GREAT TWISTS IN THE PLOT FOR STAR FOX FANS.

THERE'S NO MAP SCREEN OR ALTERNATIVE ROUTES TO FOLLOW.



TEN MISSIONS? THAT'S AS WEAK AS SLIPPERY TOAD. NOT GOOD ENOUGH.



THE VERDICT

[Mike J] With only ten missions, Assault is over too fast, but it's top action while it lasts and the multiplayer mode is awesome. Star Fox fans will lap up every second.



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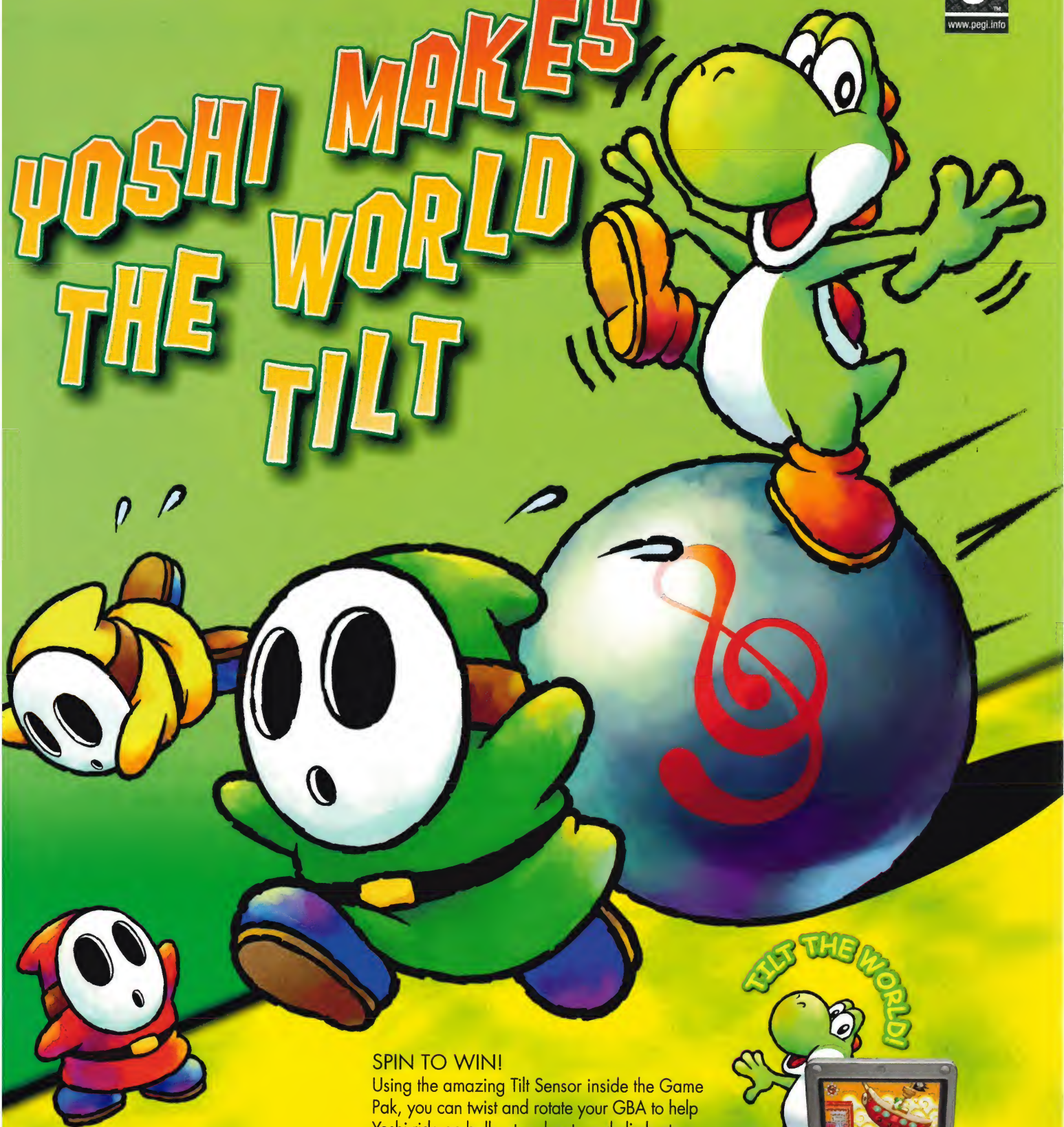
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INSIDE World of Nintendo

A LOTTA IWATA CHATTA

Nintendo's president talks Revolution and DS. **26**

MARIO 128 ON SHOW

Reggie gets lippy about what we'll see at E3. **27**

NOOK ON THE 'NET

Animal Crossing will go global on DS this year. **27**

PLUMBER GOES PUBLIC

Whip all comers when *Mario Kart* hits arcades. **28**



DUAL STEAM AHEAD

See what went down at the DS's midnight launch. **29**

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WIN THE GREAT FOX

Nope, that's a lie. Will copies of *Assault* do ya? **32**

THE POKÉMON CENTER

New games, a new movie and brand-new Pokémon! **33**



IWATA TALKS OF A REVOLUTION

The Big N's top man reveals more than our brains can take with first Revolution details and more on DS.



Revolution will play 'Cube games and DS will go online sooner than you think – that was the

astonishing news from President of Nintendo, Mr. Satoru Iwata, in his speech to the Game Developers Conference (GDC) in San Francisco.

Speculation about Nintendo's next home console, codenamed Revolution, has been rife for months, but Mr. Iwata delivered the first concrete details about GameCube's successor.

In addition to playing 'Cube classics like *Metroid Prime 2*, Mr. Iwata said the machine will be able to play games online from day one, demonstrating that Nintendo feels the right infrastructure is now in place for online play.



■ Mr. Iwata, seconds before shouting "eat the rich" (Bill Gates)

The jaw-dropping news didn't stop there as Mr. Iwata announced Nintendo was partnering with IBM and ATI to develop Revolution's hardware. IBM will work on the CPU, codenamed Broadway, with ATI, which developed the 'Cube's graphics chip, working on one for Revolution, codenamed Hollywood. Mr. Iwata said: "Broadway is the capital of live entertainment, Hollywood is the capital of movie entertainment. With Revolution we will create the new capital of interactive entertainment."

With Revolution development now firmly underway, Mr. Iwata said future first-party games will come from "larger internal development teams", but was quick to add Nintendo will be relying on third-party publishers to work on Revolution by expanding their developmental reach.

The news didn't stop there as Mr. Iwata said that DS owners should be able to connect wirelessly at 'hotspots' in use all over the world to play online. First to support this feature will be *Animal Crossing DS*.

With this news still ringing in delegates' ears, Mr. Iwata then unveiled a brand-new *Zelda*

trailer (see p44) and wrapped up by declaring that more details on Revolution and wireless DS networks would be unveiled at E3 in May: "This is Nintendo's plan – make our existing game world better. For us this is a passion. This is a mission of adventure."

After GDC, Mr. Iwata hinted at the Revolution's capabilities in an interview with respected journal *Business Week*: "The interface will allow some new forms of innovation. Already you're seeing changes in Nintendo DS, which has a microphone and touch screen. We have a number of candidates for a new interface, but are not ready to reveal them. Whatever we choose will be intuitive and easy to use for everyone."

When pushed on whether voice command is one of these candidates, Mr. Iwata said: "Voice command makes games better because it can alter how the game is played. But the fact of the matter is to realise voice commands all you have to do is install a microphone. We realise a few of our competitors are already thinking of following us on this, so it will not be a defining feature of the new console."

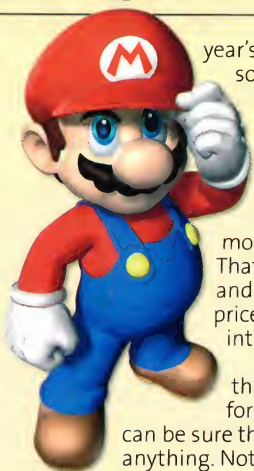
Mario 128 at E3!

Reggie prepares to kick ass again with a new brand-new Mario set for E3. Name-taking not mentioned.

➡ Revolution tech specs and *Mario 128* will be just some of the mouth-watering moments for Nintendo fans at E3, revealed Reggie Fils-Aime, Nintendo of America's vice president, sales and marketing in an online interview.

Although *Mario 128* won't be playable Reggie declared "it's likely that we'll show it in video form". He didn't say whether the sequel to *Mario Sunshine* will be a GameCube swan song for the Italian Stallion or a launch title for Revolution — "we're going to answer that question at E3", he said.

We're certainly eager to see the video, especially if it can beat last



year's *Zelda* unveiling that reduced some journalists at the E3 press conference to tears. And with DS's online functionality also set to be on show it's just the tip of the iceberg for Nintendo's E3 line-up.

Reggie continued: "We'll share more of our technical specs at E3. That said, we believe a stronger CPU and a great graphics card is just the price of entry. It's all about driving an intuitive system."

With E3 just over a month away the *NOM* boys will be there in full force at this year's show, so you can be sure that we won't be missing out on anything. Not even the Mario video.

■ "You just made my list." Reggie spots the guy whose dirty fingerprints are all over his screen



Animal Crossing goes online

Could this be the killer game for DS?

➡ Tom Nook will once again be selling his wares when *Animal Crossing* makes its DS debut, but this time to customers from around the world as the title will be the first DS game to be played online.

Updated and unveiled at this year's GDC during Mr. Iwata's keynote speech, Nintendo's communication game showed a spherical world, rather than the scrolling grid that was the hallmark of the GC original.

The early footage showed that you'll be able to tap out messages on a typewriter using the DS stylus and wear different hats, including a sombrero and Mario cap.

Quite how the wireless



online play will work is something of a mystery at the moment, but with Nintendo set to unveil its online plans for the new handheld console at E3 the smart money's on details being declared then.



■ When online, show foreigners no respect by only using English



TOO MUCH INFO



WORSHIP THE LITTLE YELLA FELLA

The most famous Pokémon of them all is getting its very own limited-edition SP over in Japan right about... now! Exclusively available at the four Pokémon Centers in the Far East, each SP has Pikachu's face beaming from the lid, complete with rosy red cheeks and the smallest nose we've ever seen. Open up the SP and there's also a silhouette of Pikachu sitting in the corner, while the machine's case is 100% Pikachu-yellow.

NEW GAMES ON THE DS HORIZON

This year's going to be a busy time for Nintendo's new handheld if a US release schedule sent out at the Game Developers Conference is anything to go by.

Snowboard Kids DS, *Viewtiful Joe DS* and *GoldenEye: Rogue Agent* were just some of the titles revealed and will be accompanied by movie tie-ins of *King Kong*, *Finding Nemo*, *Chronicles of Narnia* and *The Incredibles* by Christmas. For news on some of the UK release dates for 2005, fast forward to p30.

PAPER MARIO

What would you do if you had over 3,500 Post-It notes of different colours? How about making a *Super Mario Bros.* spectacular? That's just what students at UCSC in the US did to celebrate National Engineers Week. Efforts included Koopas, ? Blocks and Mario himself.



MARIO AND LINK HONOURED

Nintendo's mascot and Hyrule's famous son have been honoured at an inaugural induction to the Walk of Game in San Francisco.

Mario and Link were two of six video game stars to receive the honour along with their creator Mr Miyamoto who won a Lifetime Achievement award. Others included Sonic the Hedgehog and Nolan Bushnell, creator of *Pong* and co-founder of Atari. Each got a star on the Walk inside SF's Metreon building.

Brand-new **Mario Kart** gets the green light

Start saving your 50p pieces right now 'cos we'd recommend having about £500 worth by the time this hits the streets.



When was the last time you went down your local arcade? It's probably been quite a while. But now's the time to get reacquainted, because

Mario Kart: Arcade Grand Prix looks too awesome to miss.

The joint venture between Nintendo and Namco was unveiled last month at the AOU Arcade Show in Tokyo and, although based on Triforce technology, which is similar to GameCube hardware, *Mario Kart GP* isn't just a fancy port of *Double Dash* – it's completely new.

Namco has promised 24 courses set amongst six different cups and even some new characters, including Pac-Man and Ms. Pac-Man. Plus there'll be a whole bunch of weapons and items, as well as the return of coin collecting, which was scrapped in *Mario Kart 64*.

All the traditional moves will be there as you play through either Grand Prix or Battle mode.



■ Donkey Kong: no stopping for a banana



■ Mario: the world's best reason to grow a moustache?

You can make your kart jump by tapping break and accelerate at the same time and power slides will be just as crucial to winning as ever.

The AOU version also demonstrated Namco's Nam Cam – a nifty gadget, which takes a photo of anyone playing. The picture's used in-game to show which character you are. So, if you choose

Mario, your face will come complete with moustache and cap.

The demo included a wicked looking jungle track and a coastal circuit, and we can't wait to play *Mario Kart GP* ourselves. At the minute it has only got an autumn release in Japan, so start praying it'll get a UK release as well.



■ Nam Cam: Namco's brilliant built-in camera lets you see who you're lapping. HAVE THAT!



■ Bowser: spots a lady Koopa in a short skirt



■ Wario: even looks like a cheat from the back



Nintendo DS breaks UK launch record

Nintendo's new console flies off the shelves after its high-profile London launch.



Midnight on a cold March evening and we're stood among a crowd of hundreds on London's Oxford Street. Why? Because NOM wanted to be there when the first Nintendo fans snapped up their DS from the Virgin Megastore.

Although the DS didn't officially go on sale until 12.00am on Friday, March 11th, some dedicated DS followers had queued up outside the store since the early hours of Thursday morning to be first in line to get their console at the special midnight opening.

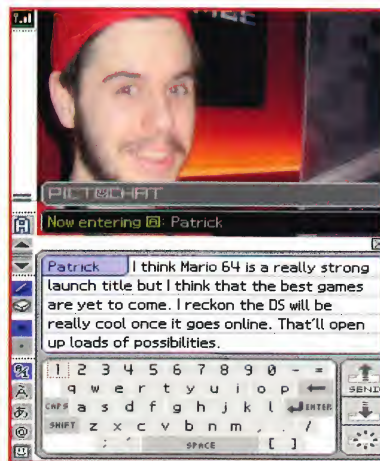
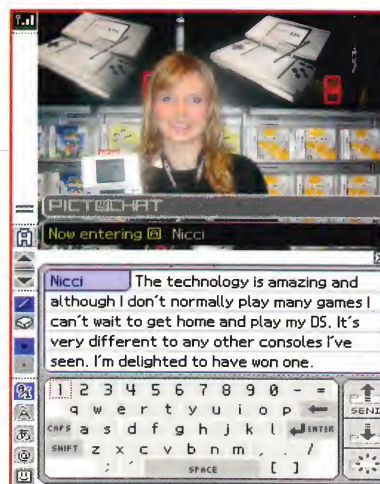
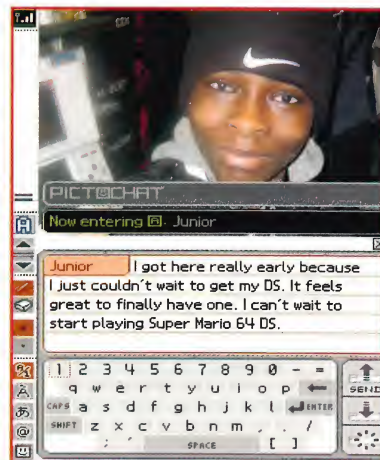
Come 11pm and, although there were a few tired faces, there was a real party atmosphere as fans made costumes out of silver blankets, posed for the cameras and even got their lucky mitts on a few free games.

The first person to get a DS was 21-year-old Nicci Fletcher who won a national competition to grab a load of Nintendo goodies and spend a night in a fancy London hotel. She may have

been the first, but by 12.30am almost 200 DSs had been snapped up by excited punters and NOM was ready for bed after all the frivolities.

The success of the midnight opening wasn't just a one off as the Nintendo DS had a record-breaking opening weekend, smashing the record for a Nintendo launch in the UK with 87,000 sales of the DS in just two days. The best-selling title was *Mario 64 DS*, closely followed by *Wario Ware Touched*, *Rayman DS*, *Asphalt Urban: GT* and *Pokémon Dash*.

David Yarnton, General Manager, Nintendo UK said: "The launch of the DS in the UK has been an unprecedented success; breaking all expected sales figures and exceeding our expectations. Nintendo fans, new and old, have embraced the DS and have left no doubt that it is the new must-have console. Nintendo set out to create a new way of gaming, offering an innovative and enjoyable experience and it's accomplished just that."



Cho-Bits and Yu Yu Hakusho competition

? QUESTION

What is the name of the lead character in Yu Yu Hakusho?

A. Yusuke B. Yu Yoop C. Yu-Gi-Oh

Fancy getting your hands on two of the latest anime series taking Japan by storm? Of course you do. Well, we've got five copies each of *Cho-Bits Volume One* and *Yu Yu Hakusho Volume One*, which are both available to buy now. Win and you can show off to all your mates. Lose and keep telling yourself it's the postman's fault.



ENTER

BY TEXT: Write "nomcomp YUYU", then the letter of your answer and send it to 83149.

BY PHONE: Call 0905 053 1102

BY POST: Send your name, address, telephone number and your answer to: *The Cho-Bits and Yu Yu Competition*, NOM, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW

*SEE TERMS AND CONDITIONS ON P3

Yoshi and Wario lead spring line-up

Put down the choccy eggs and start saving.



Two of Nintendo's biggest stars and a raft of third-party titles are leading the charge towards summer on

GameCube, GBA and Nintendo DS.

First off the production line will be *Baten Kaitos* followed by *Star Fox Assault* in April – you'll find the only official reviews of these in this issue. McCloud won't be the only Nintendo all-star as Wario returns in *Wario Ware Twisted* while Yoshi gobbles up two titles to his name and craps them out in the form of *Universal Gravitation* on GBA and *Touch & Go* on DS. Dust down those bongos too, as the sequel to *Donkey Konga*, *Hit Song Parade*, will be hitting the beat in June.

Elsewhere *Killer 7* will finally reach these shores on June 27th, over two years after it was first announced, and the new *Medal of Honor*, *European Assault*, from EA will be blasting Nazis from late spring.

This season will also see a heap of movie tie-ins, notably *Star Wars: Revenge of the Sith* in May, while June sees *Batman Begins* and full-length animated film, *Madagascar*, hit all three Nintendo formats.



■ More DK is coming your way



Your shopping list

<i>Baten Kaitos</i> (GC)	April 1st
<i>Yoshi's Universal Gravitation</i> (GBA)	April 22nd
<i>Star Fox Assault</i> (GC)	April 29th
<i>Need for Speed Underground 2</i> (DS)	April 29th
<i>Space Invaders Revolution</i> (DS)	April
<i>Kingdom Hearts</i> (GBA)	May 6th
<i>Yoshi Touch & Go</i> (DS)	May 6th
<i>Star Wars: Revenge of the Sith</i> (DS, GBA)	May
<i>Donkey Konga 2</i> (GC)	June 3rd
<i>Wario Ware Twisted</i> (GBA)	June 3rd
<i>Mario Party Advance</i> (GBA)	June 24th
<i>Killer 7</i> (GC)	June 27th
<i>Batman Begins</i> (GC, GBA, DS)	June
<i>Madagascar</i> (GC, GBA, DS)	June
<i>Pac-Pix</i> (DS)	Late Spring

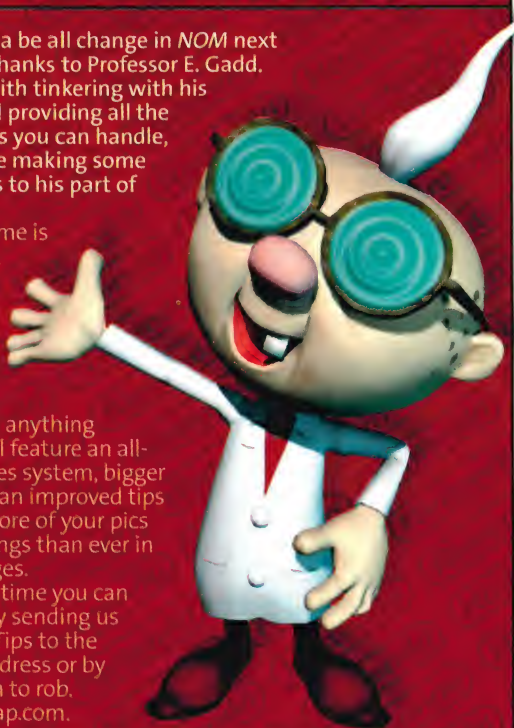
Prof's new invention

E. Gadd forces changes to NOM.

It's gonna be all change in *NOM* next month thanks to Professor E. Gadd. Not content with tinkering with his Poltergust and providing all the tips and guides you can handle, the Prof will be making some major changes to his part of the mag.

The new name is still top secret, but what the Prof can confirm is that his new reader section will be better than anything before and will feature an all-new high scores system, bigger competitions, an improved tips section and more of your pics and wild rantings than ever in the letters pages.

In the meantime you can get involved by sending us your Reader's Tips to the usual *NOM* address or by emailing them to rob.burman@emap.com.



Electro-What?!

Nintendo fishes out a sleeper hit.



With news of Revolution, DS and the new *Zelda* trailer making the GDC headlines, one oddball title was on-show that can only be described as the weirdest 'game' of the year.

Branded "touchable media art", *Electroplankton* sees you controlling up to ten digital plankton to create your own music, using the touch screen or mic. One movie shows plankton creating the *Mario Bros.* theme. Another saw them leaping off lily pads – whenever they were touched it created a different sound.

Produced by artist, Toshio Iwai, Nintendo has promised the game will include various NES tracks. More next month, but for now check out electroplankton.com for much weirdness.



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THE BIG COMPETITION



Quick Fox – there's an awesome competition heading this way at 10 o'clock. Engage question answering brain-cell lasers and prepare to take it down.

Win an Arwing full of Fox goodies



Fox and his pals are some of the coolest woodland animals around. In fact if *Star Wars Episode III* featured a fox, a hare, a toad and a falcon we might actually be getting excited about it.

Although *Star Fox the Movie* is highly unlikely to ever happen, we can take some consolation in playing the brilliant *Star Fox Assault*, which is released on April 29th. It's about time Fox got back in his Arwing and took to the skies with his lasers blasting and bombs exploding.

We've scoured the galaxy to find some wicked *Star Fox Assault* prizes just for some

of you lucky readers. Up for grabs in our competition of galactic proportions is a GameCube along with a copy of *Star Fox Assault*. Plus, we'll also throw in four joypads so you can fire some lasers up your mates' asses in multiplayer. Ten runners-up will receive a copy of *Star Fox Assault*.

To be in with a chance, just answer the question below... if you get stuck, check out the history of *Star Fox* feature on p52.

*SEE TERMS AND CONDITIONS ON P3



QUESTION

What was the original name of the Super Nintendo's Super FX Chip?

A. Mario Chip B. Mega FX Chip C. Star Chip



ENTER **BY TEXT:** Write "nomcomp FOX", then the letter of your answer and send it to 83149.
BY PHONE: Call 0905 053 1101
BY POST: Send your name, address, telephone number and your answer to: *The Star Fox Assault* competition, NOM, Emag Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW

ISSUE 149

DONKEY KONG COMP.

- Nathan Driver, Cornwall (main)
- Mark Dodson, Wisbech
- Carin Bergdahl, Aberdeen
- Tammi Chesterton, Cardiff

ANCHORMAN COMP.

- Donald Curtis, Manchester
- Tim Johnson, Devon
- Gary Platt, Surrey
- Mark Wright, Nottinghamshire

MEMENTO COMP.

- Shaun Riley, Oxford
- Helen McDowell, London
- Glen Gates, Bishop Auckland



New Sonic game revealed

Sprint fast and shoot guns in Sega's latest hedgehog-packed adventure.



The new Sonic game for GameCube that Yuji Naka exclusively revealed to us in NOM #150 is called

Shadow the Hedgehog, and will star Shadow, not Sonic. And guess what... he's got a gun!

In-game footage of the new title released by Sega shows the dark hero sprinting around and shooting enemies with a rapid-fire machine gun. How cool is that? The high-speed, rail-grinding action looks even faster than Sonic's previous GameCube outings and if Sonic Team can keep it glitch-free, this could be awesome. The release date is yet to be confirmed, but we're hoping it'll be this year.



Reggie speaks about the new *Pokémon* RPG for GameCube and Japan gets a sneaky peak at three new Pokémon.

POKÉMON CENTER



NEW POKÉMON RPG DETAILS

It's confirmed! The new *Pokémon* game for GameCube, currently known as *Pokémon XD*, will be a full-on RPG adventure.

We printed the first screenshots back in NOM #150 and *Pokémon XD* was later said to be a sequel to *Colosseum*. But Reggie Fils-Aime has since said *Pokémon XD* "isn't a sequel to *Colosseum*. It's a brand-new RPG."

So you can expect *XD* to have massive 3D worlds, not restricted zones like those in *Colosseum*. Fils-Aime went on to say: "If you loved *Ruby* and *Sapphire*, you'll love *XD*". Is our 3D RPG dream coming true at last?



Welcome to Animal Crossing Guardian

April Edition, 2005

THE WHOLE TOWN'S MAD

Your virtual village will be changing with the coming of the Spring season. Sunny times will be here soon so it's time to get out and do a bit of spring-cleaning.

April – 1st April Fools' Day

It's that time of year when everyone starts believing they're a lot funnier than they actually are. All the villagers will be full of tricks today. Don't fall for any of them.

April 5th to 7th – The Cherry Blossom Festival

The tree leaves will go pink and anyone you speak to will make a fuss about it. Speak to the Mayor and he will tell you all about the Cherry Blossom Festival and give you a little pink tree model.

April 22nd – Nature Day

Look out for good ol' Mortimer today. If you see him about, stop him for a quick chat and he'll give you another tree model for your collection.

YOU'LL NEED A NEW POKÉDEX

The official Japanese website for the next *Pokémon* movie has revealed the silhouettes of three all-new Pokémon.

The three shadowy outlines don't give away much about the new beasts. One looks like a Mr Softy ice cream. Another looks like Dr. Cortex, from *Crash Bandicoot*. And the other has a triple orb-shaped thingy like the hands of Sudowoodo. They might be related.

Three Pokémon names, Usohachi, Manene, and Manyula, were trademarked last year. We suspect these could be their Japanese names. The three new Pokémon will appear in the movie, *Mew and the Wave Guiding Hero*, which will be released in Japan on July 16th.

THE BIG COMPETITION



Tell us what you think happens to the Prince of Persia next. Time travelling into the future is not allowed.

Get your crayons out for the Prince



By now you should have completed *Prince of Persia: Warrior Within*. If not, then you better complete it quickly to see what happens at the end so you can enter this awesome competition.

Now, we don't want to spoil it for those who have yet to finish the game, but when the Prince arrives in Babylon after all the blood-soaked adventures he's gone through during his quest, things still aren't looking good and the game ends on a real cliff-hanger.

The problem was, we wanted to know more about the continued adventures of the Prince. That cliff-hanger ending just wasn't enough for us.

That's why we want you to send us storyboards or comic strips about what you think happens once the credits role. Will the Prince finally be safe? Will he stop wearing those baggy pants? Does the Dahaka still want to kill him? It's up to you to come up with some wicked ideas.

To inspire you and ensure you don't come up with something as rubbish, Rob has scribbled down his idea. He spent hours carefully drawing and then colouring it in the hope that he could win the competition. Then we crushed his dreams and told him he wasn't allowed to enter. Please ensure your entries are better than his. But it really shouldn't be that hard.

For the best entry, Ubisoft has supplied a Sony TV and DVD worth around £700! The winner will also get a load of Ubisoft goodies. Runners-up each receive some wicked *Prince of Persia* goodies.



This is the cool TV and DVD you could win if you enter. You fancy a bit of that, don't you? You'd be stupid not to. So get entering!



ENTER BY POST: Just send your entries to What Happens Next?, NOM, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW. Please make sure your entries are in colour and remember to include your name, address and contact number. All entries must be received by April 17th to be eligible for entry into the competition.

Puyo POP FEVER™

Feverish,
frantic and wildly addictive,
Puyo POP returns in the puzzling
perfection of Puyo POP Fever.
Start a fast and furious
chain reaction
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Wario's Brain Busters!

My 'tache knows more than what's in your brain.

Nintendo know-it-all

Reckon you're the best? Try this test...

1. What is the name of the evil wizard in *A Link to the Past*?
2. Which Pokémon's Japanese name is Usokkii?
3. Who writes the in-game music for the *Legend of Zelda* titles?
4. In total, how many games are there in the Famicom Mini collections in Japan?
5. Which Nintendo control pad was the first NOT to have the Select button?
6. How many Sonic titles have appeared on Nintendo consoles?
7. What is the Japanese name for *Polarium* on DS?
8. Which *Star Fox* title was never released?
9. Name the game that features a level called Fungi Forest?
10. Which creatures make up the mafia in *Conker's Bad Fur Day*?
11. What's the name of the legendary Uniracer in *Unirally*?
12. Can you tell us Mr. Driller's real name?
13. How many mountains are there to scale in *Ice Climber*?
14. What does the 'E' stand for in Professor E. Gadd?
15. Who runs the shops in *Legend of Zelda: The Wind Waker*?

HANGMAN

Can you fill in the gaps to work out the names of these games?

1	R _ _ E / R _ _ E / _ S
2	P _ K _ _ _ / _ _ S _
3	P _ _ _ _ T / _ _ B
4	B _ _ _ / B _ _ _ _ S
5	R _ _ D _ _ / _ V _ _ / _
6	S _ _ N _
7	K _ _ D _ _ / H _ _ _ _
8	Z _ _ / _ E E _ E _

Super Puzzle

There are 15 *Super Mario 64* enemies hidden among these letters. Can you find 'em so Mario can get on his way?

M J S Y U Z Y Y N J N T W H O M P L E E
S F R S K O W U O J W I G E V J P D Q C
D K E J N Q C I G C F F O X G X H S G A
W F L C R N U G G Y V I O G A N M I Z F
W A L T S F Q D C G H N M R X U Y C B I
N I A C H U C K Y A L S B F R E L C Z N
H Z B H W B Q W C G G E A E K A Y S D Z
L Z E K A A U F D L D D R O M R M L T I
H H R S V W J B L J K V P S Y F A L B C
Z H I Q G D F I B W U V G R Z K B S C F
X Q F I W B B E T A S N V B I H L H D X
M B R F C T W I A K V B I T B H R O K M
R A Z A E H I U X M T D U O X O F S I T
S O F L B I P B H P L S X F R J K O E F
Z R L J U E S A F M R S O L S Z Z R X Z
L U G V L P N I T T X B A S X P A A J L
B B F V L B T G X N I S Z W Q U A H A Z
T R Q K Y A K W H N R I R N L O F G L P
P M O W H T Q Z O F X A I X E F X W P L
X B P U C B G G N M C R V G Y T U T G P

- | | | |
|--------------|---------------|-----------|
| >>BUBBA | >>FIREBALLERS | >>THWOMP |
| >>BULLETBILL | >>GOOMBA | >>WHOMP |
| >>BULLY | >>LAKITU | >>WIGGLER |
| >>CHUCKYA | >>POKEY | |
| >>CLAM | >>SHYGUY | |
| >>EEL | >>SNIFIT | |



ODD-1-OUT

Which of these characters is not featured in *Super Mario 64 DS*?

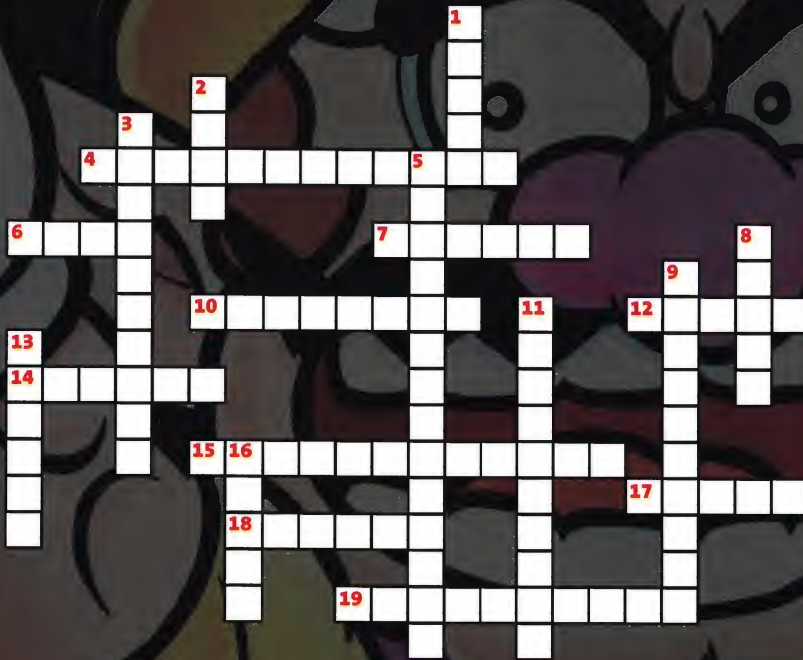
- 1 Princess Peach
- 2 Wario
- 3 Luigi
- 4 Yoshi
- 5 Waluigi

SPOT THE DIFFERENCE



Pikachu's running so fast that he's broken the time barrier and propelled himself and the other Pokémon into a crazy reality that's not quite the same. Spot the five differences to get Pikachu back home alive.

It's only the **NINTENDO** crossword!



ACROSS...

4. If this was the last fantasy, why have there been so many sequels? (5,7)
6. What do the aliens like to split in this 'Cube FPS? (4)
7. What was amazing about Kirby's last GBA game? (6)
10. What we'd do to this grumpy *NOM* member (4,4)
12. The type of Party where booze isn't allowed (5)
14. The name for the little people in *Minish Cap* (6)
15. No, these aren't siblings who've been barred from a pub. It's a DS game (4,8)
17. The smallest member of the DK crew (5)
18. Mario's latest sports outing (6)
19. DK's feeling the rhythm in this game (6,4)

DOWN...

1. Details of the European DS launch were announced here (5)
2. A pirate's catchphrase and a simian in a ball (4)
3. A golfer or the tree-based home of a vicious predator? (5,5)
5. A road sign warning near a creature infested forest or a great 'Cube game? (6,7)
8. A practice run and what Mr. Driller likes to do (5)
9. A musical instrument which flies planes or just a Rare game? (5,5)
13. A low-fat spread for your toast or an insect Pokémon? (10)
15. This game must have been busted out of prison (6)
16. The robotic space boy who is out of this world (5)

??? KNOW THE SCORE ???

Reckon you're a Jedi Knight? Match the games to the scores



A: 72% B: 88% C: 89% D: 84%



HOW WELL DID YOU DO LAST TIME?



Know the score

1. Metroid Prime 2: Echoes
2. 20
3. 9
4. Colour TV Game 6
5. Tribals
6. Red/Green
7. 14
8. 10
9. 15
10. Marina, Teron, Blockman
11. Helicopter and handglider
12. Helmetless Samus
13. Black, purple, turquoise, orange, pink, green and grey
14. California Games
15. Bulbasaur

Know the game

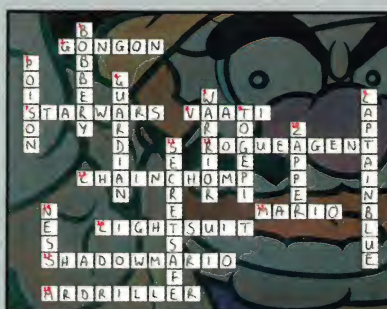
1. Super Star Wars
2. Super Mario Ball
3. Duck Hunt
4. Rakuga Kids



5. Wario's Woods
6. Aladdin
7. Puyo Pop Fever
8. Tetris

Know the game

1. Turok Evolution
2. Tony Hawk's Pro Skater 4

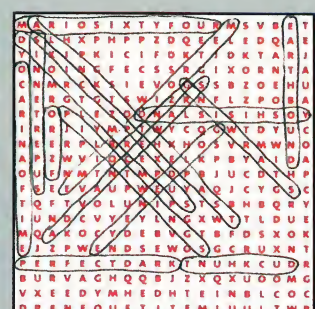


Know the score

1. Spawn Armageddon 48%
2. PoP: The Sands of Time 90%
3. MGS: The Twin Snakes 85%
4. Puyo Pop Fever 38%

Know the game

1. Vivian



REMEMBER... GET ALL THE ANSWERS NEXT MONTH!

Big in Japan



reporter John Ricciardi

● Pepsi cooler ● More DS flavours ● Pimp your stylus



NINTENDO DS: COLOURS REVEALED!

You knew this was coming. Nintendo recently pulled the covers off the first four DS colour variations in Japan, and they're lookin' pretty sweet. Pure White and Graphite Black are on sale now, while Candy Pink and Turquoise Blue are scheduled to hit stores on April 21st – the same day as Nintendo's outrageously cute DS puppy simulator, *Nintendogs*. The new colours will sell for the same price as the original version.

Driven to DRINK

Pepsi and Nintendo are giving away 1,000 limited-edition "Pepsi Original" Nintendo DS sets, complete with a metallic blue-coloured DS, a briefcase-style blue carrying case and a pair of Pepsi-branded headphones. The bad news? You need to buy at least seven bottles of specially marked bottles of Pepsi Twist for even a chance at winning (not necessarily bad news if you're a Pepsi addict).

The good news? These bottles come with the coolest collectibles EVER: *Super Mario Bros.* bottle caps! There are 30 to collect, each with extremely detailed "3D" versions of the old 2D art. Our lives will not be complete until we own each and every one.



We drank so many Pepsi Twists we had to install a GameCube in the toilet





Stylin' Styli

The grey stylus that comes bundled with your DS busts the game playing mould, but should you visit Japan, there are three variations of the original – or “touch pen”, as it's known over there.

First up is Namco's *Pac-Pix* Special Touch Pen (bundled free with the first shipment of *Pac-Pix*), then there's Nintendo's Kirby Pink Touch Pen (packed in with every copy of *Touch! Kirby*), and finally Square Enix's Special Touch Finger (a premium freebie for early purchasers of *Egg Monster Hero*).

The *Pac-Pix* stylus is far and away the best of the bunch, not only 'cause it looks cool, but because it's twice the size of the normal one, making it much easier to hold for those of you with massive, gorilla-sized hands (like Dean).



DS DOWNLOAD SERVICE

Nintendo has started a new DS Download Service at selected game shops throughout Japan. The idea is simple: anyone who owns a DS can visit a download station (essentially a demo kiosk) and wirelessly download demos of upcoming games or additional content for previously-released titles direct to their DS.

In most cases, the content will remain for as long as the DS remains powered up (thank goodness for sleep mode), though some content (like #3, below) will remain forever.

The first batch of content is as follows:

1. *Meteos* playable demo
2. *Polarium* playable demo
3. *Daigasso! Band Brothers* additional music (new songs from *Yoshi Touch & Go*, *Donkey Kong Jungle Beat*, *Super Mario 64 DS*, *Wario Ware Touched!* and *Kid Icarus*)



THE AD GALLERY

See the latest Japanese games ads to rock our Western socks off...



Nintendo HQ Watch

Instead of hitting Akihabara this month, we took a road trip down to Kyoto to sneak into Nintendo HQ. We were hoping to get a first look at the upcoming *Revolution*, but we only got as far as this security guard before getting taken away by police and carted off to prison.



JAPAN TOP TEN

The current best selling games on Nintendo platforms in Japan

1	<i>Mega Man Battle Network 5: Team Colonel</i>	(Capcom, GBA)
2	<i>Star Fox Assault</i>	(Nintendo, GC)
3	<i>Harvest Moon: Poem of Happiness</i>	(Marvelous, GC)
4	<i>Another Code: Two Memories</i>	(Nintendo, DS)
5	<i>Yoshi Touch & Go</i>	(Nintendo, DS)
6	<i>Wario Ware Touched!</i>	(Nintendo, DS)
7	<i>Super Mario 64 DS</i>	(Nintendo, DS)
8	<i>Mega Man Battle Network 5: Team Protoman</i>	(Capcom, GBA)
9	<i>Mario Party Advance</i>	(Nintendo, GBA)
10	<i>Super Robot Wars: Original Generation 2</i>	(Banpresto, GBA)

Source: Medicreate, week ending March 6



ONLINE IS NOT DEAD!

HomeLand



Dust off your Broadband Adapters and brush up on your I33t sp34k: GameCube's heading back online. Former *Dragon Quest* developer, Chun Soft, is putting the finishing touches to its brightly-coloured online RPG, *HomeLand*, in which players from around the globe (well, Japan) vanquish evil by holding hands.

Visually, *HomeLand* looks like a prettier version of *Animal Crossing*, but its gameplay is more akin to a traditional RPG, with turn-based battles, dungeon exploration, side-quests and so on. Your adventures start from a place called Questers' Park, an island floating in the sky that acts a lot like the lobbies in *PSO*. Here you can meet other questers, check the state of the world or practise your Japanese swearwords.

Once you choose a mascot for your character's avatar, you can join or create parties by holding hands with other players. More mascots in the chain means more power, and thus more spells. This kind of interaction is key to the experience, as each mascot has unique abilities, forcing you to team up with others in order to succeed. One type of mascot might blow obstacles out of the way, while another might light up dark caves or heal party members. Since only one person can lead a party, co-operation amongst team members is critical.

Online play comes in two forms – Adventure mode and God mode. Adventure is an open game where you take on quests with up to 30 people in one world. In God mode, other players can visit your world, played on your GameCube, with your rules. Quests can be completed in a couple of hours or less and good play is rewarded with points, exchanged for new mascots or accessories.

Perhaps a reflection of the state of the 'Cube's online community (or lack thereof), *HomeLand* is currently only being sold on the web in Japan. A UK release is unlikely.



VIEWTIFUL JOE 2

YOU KNOW THE SCORE!



CUBE
9.1/10

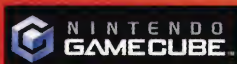
OFFICIAL PS2
8/10

GAMESMASTER
88%

GAMES TM
8/10

PSM2
85%

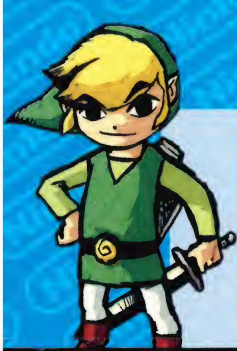
PLAY
87%



PlayStation 2



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Nintendo®

OFFICIAL MAGAZINE UK

ALWAYS FIRST WITH THE BIGGEST GAMES

Preview

The Legend of Zelda

There's still no subtitle to report, but we've **NEVER** been this excited about a game before...



Nothing is more exciting than a new *Legend of Zelda* game. Nothing. You

can try and be all cool about it, and go "yeah, I might pick that up if I can find a window in my hectic life of playing Twister with hot strippers", but that's a LIE. We know why you bought this magazine.

Zelda is the most important thing in your life. *Ocarina of Time* is probably your favourite video game ever. Nothing else is ever likely to come close.

The Wind Waker was brilliant sure, but it didn't feel as good, did it? It wasn't quite right. Then you saw that new *Zelda*

game trailer from E3 last year and you felt like your life had a purpose once more.

It's about to get a thousand times more exciting. Just after 10am on Thursday March 10th, Nintendo President, Satoru Iwata, showed a brand-new *Zelda* trailer at the Game Developers Conference in San Francisco. Eighty seconds of previously unseen footage that poured petrol on the fires of our anticipation. The scenery was beautiful, the action intense, our minds were convinced. This looks like the true sequel to *Ocarina of Time*. This looks like the greatest video game ever made.





TURN OVER TO SEE LINK BACK IN ACTION



The Legend of Zelda

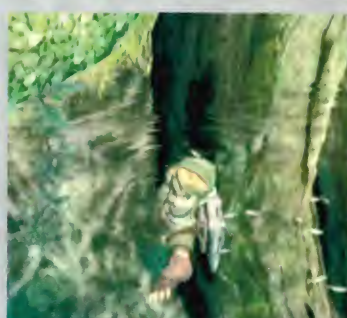
CINEMA PARADISO



Oh, so THAT'S what game I'm about to watch a trailer for. I thought it was *Super Mario 75*



It starts where the E3 trailer left off. We gave it to you on a DVD. Go on, refresh your memory



The new footage starts with Link having a swim. The water looks amazing. It looks just like WATER



Link does a duck dive and swims downwards. Fish dart around him and his air bubbles rise up



The animation is awesome as Link follows through and sends his victim flying. Eat that, boss



Back outside, Link is taking pot shots at a bat thing. There's no lock-on cursor, weirdly. Hmm...



A snatch of horseback action as Link flees from a pack of Moblins attacking on giant boars



If you saw a boney wolf thing in some woods, you'd have a go at it, too. Can't blame Link for that



Attacked by two enemies in a room lit beautifully by flickering torchlight. Sweet heat haze, too



It's heating up. The monkey's here and he's got a boomerang with your name on it. Swish!



With the agility of an Olympic gymnast, Link does a backwards somersault and dodges the stick



The boomerang clatters into these moody plants, which then decide to try and eat you



Finish that web-spinning asshole off with a classic, old-skool downward leap and thrust



Link, on horseback and fighting back. Bow drawn, he takes aim at the creatures



Direct hit! The horse even vaults the fallen enemy as it gallops on, which is a nice little touch



THE SPIDERS STRIKE BACK. Did Link kill its baby? He looks pretty scared as he flees into the screen

The stunning new trailer dissected frame by frame.

NOW SEE THE PREVIEW



Next, Link picks up a cat in a cave. As he scuttles out, another two bound realistically after him



Link creeps past and out of shot, then this statue springs to life with a hammer and gives chase



Cut to... Link leaping down from a raised walkway with his sword drawn. Bad news for that enemy



CRACK! Our lizardy friend takes a sword to the back of the head. It's not the Master Sword though



A friendly face at last! "Hello Mr Goron! Remember when I killed Dodongo for you? That was ace."



WALLOP! The Goron throws a few saucy boxing moves and our green-clad hero goes flying



A pile of old bones? No worries. We'll just gather up a few of them for the Nintendogs...



WHAT? The bones assemble into moody skeletal warriors. Fido can get his own tibia to chew



A dank dungeon interior. Loving the water everywhere. Water Temple part 2? You wish, mate



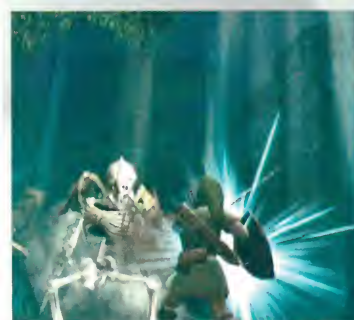
The screen wobbles and these terrifying ghosts appear. Time for a change of underwear, kids



OH NO! Link has either fallen in some chewing gum or is wrapped in a web. BIG SPIDER!



Eat that you eight-legged wimp! One power slash later and Link is free and spidey's in trouble



Another undead sword fight. The skeleton's wooden shield shatters into tiny pieces. WHAM!



PAYBACK TIME. Link grabs a boar of his own and gorily mows down the marauding Moblins



This is why you shouldn't go into the woods alone. SPIKE-HANDED ZEBRA MEN ATTACK YOU



The trailer ends with a wolf baying at the moon. If you're not out of breath, watch it all again



□ Link and horse help out on the Hyrule dating scene. Moblin face? Meet fast moving, razor-sharp steel. Beautiful

The Legend of Zelda

We know. Hard. Core. In the space of 80 short seconds, Nintendo squeezed in 19 different scenes. The greatest water effect in video games history? We think so. And that opening body of water was absolutely teaming with life. Seeing all the fish dart around as Link dived was a joy to behold.

Then those cats! Hinted at in the previous trailer and now Link is fully interacting with the furry little critters. The animation as the

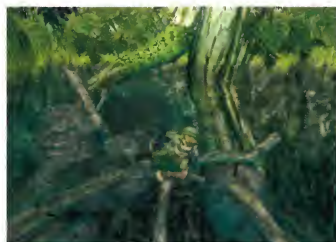
first cat paws at his face rivals the awesome *Nintendogs*. Cats are the new chickens, obviously. Is this a side mission or a continuing theme throughout the game? We can't wait to find out.

The first dramatic sequence sees Link bound up in a web and looking to be in a world of pain as an *Ocarina*-esque spider scuttles into view. Unleashing some kind of powered-up sword move breaks Link free and finishes off his arachnid foe with a leaping downward stab.

Have the *Zelda* team been watching *Lord of the Rings*? Looking at the menacing flying things and epic pitched battles on horseback you'd have to say that's a possibility. The moody art style throughout reminds you of the classic film trilogy, which can only help the game reach a mainstream audience. This is also shaping up to be the goriest *Zelda* yet, with actual Moblin blood spilled as Link smashes them aside riding a giant boar in the trailer's thrilling finale.

Another familiar race returning are the Gorons. We struggled to think what Link could have done to annoy them so much that a Mike Tyson Goron would be smacking him about in a field. Did Dodongo come back to life? Doubt it. Did they not like us rolling about in that Goron mask? Surely that's not worth a hiding. Then it occurred to us: what if this was a training mission? Yes! Who better to train you to be a proper hard man than some stone-faced nutter who eats ROCKS for dinner.





□ It's about time that green tunic had a wash, mate



□ Death from Above, 2005

We were also fascinated by the monkey with the boomerang. Because that looks just like the kind of boomerang Link is used to chucking around. Yellow, gems embossed into it. What the hell is going on? Either that ape is bit light fingered and has nicked off with your curvy death stick, or you're going to have to whup his bulging red arse to add it to your inventory. You probably can't plug in the bongos to give him a real leathering and that's a pity.

If the Moblin guts weren't enough to convince you, then



what about the ghosts? The camera pans across some watery dungeon and suddenly a pack of ghosts appear. It's spit scary. And by 'spit' we mean change the 'p' to an 'h'. These aren't cute little Pac-Man ghosts, they're as bleak and frightening as the ReDeads in *Ocarina of Time*. They've got that ghostly translucency ugh-ness



down to a tee. You can tell in that split second that this is a very different game to *The Wind Waker*. This isn't *Zelda Junior*, this is darker even than *Majora's Mask*.

Cleverly, they've managed to transfer across the levels of emotion shown by *Wind Waker* Link. The terror is etched on Link's face as he flees that giant, one-eyed spider. His eyes are wide and his mouth is open and screaming. It looks awesome.

There are so many



questions that need to be answered. Who is that foresty-looking Doshin guy? What is that yellow ribbon that appears along with the ghosts? Some sort of sensory trail that you have to be in a certain mode to track? What's that wolf all about at the end of the trailer, baying at the moon? It must be significant. Could the theme for this game be the transmogrification between human and animal form? We can't stop thinking about the possibilities.

You can expect solid *Zelda* information to start trickling in from this moment on. The game will be happily spinning in your GameCube at the end of the year. Keep telling yourself that as rabid anticipation makes each day feel like a week. **Dean Scott**



□ Is it a bird? Is it a mouse? No, these bizarre-looking creatures are called BATS. Amazing

ESSENTIALS

DEVELOPER: NINTENDO

FAMOUS FOR: The most beloved series in video game history. The director for this instalment is Eiji Aonuma, combining the brilliance and darkness of his two previous *Zelda* games. He directed *The Wind Waker* and *Majora's Mask*, FYI.

MULTIPLAYER: UNLIKELY

PUBLISHER: NINTENDO

RELEASE: Q4 2005

REVIEW: A WHILE OFF. SOZ

THE PHIAL OF COMPLETION



PREDICTED SCORE

Forget *Mario 128*. This is the game we want most of all. It's coming out this year. It's going to be amazing. We'd actually kill to get it even a day early.

90%
PLUS



❑ Science labs, eh? Always going tits up when you least expect it

❑ Your team of killers, loafing around at the tax payers' expense



Nintendo showed off the new *Zelda* trailer at the same time that it pushed back the US release date of *Geist* to "Summer 2005". How does this affect us? We're not sure, but it can't be good. In any case we hope it's using this extra time to polish up the experience. At the Game Developers Conference in San Francisco, Nintendo showed off a new demo of *Geist* that didn't feature any of the weird body possession aspects of the E3 demo, but did have some unique qualities of its own.

The demo began with a cut-scene that recaps the story so far: federal Disease Control agent John Raimi is working with a counter-terrorism squad to infiltrate the strange goings-

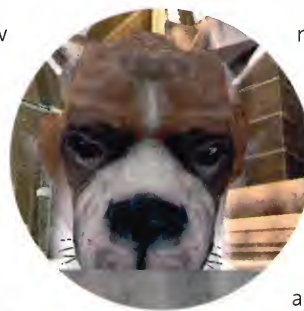
Geist

on at the Volks Corporation. The action begins as Raimi, backed up by a squad of culturally diverse and well-armed federal troopers, enters the building. As you walk down the halls mowing down guards, your sergeant teaches you the controls (there is a traditional dual-analogue setup as well as a *Metroid Prime*-styled mode).

You soon find that the targeting reticule also acts as a context-sensitive guide to your surroundings. As you wave it in front of a door it will turn into an X to show you that it's locked,

or an arrow to show that you can walk through. If you approach a keypad or an ammo box or some other contraption that you can interact with, the cursor will change. When this sort of thing happens, pressing **A** will make Raimi interact with whatever's in front of him.

Moving around as Raimi we



noticed he had a distinctive gait to his walk; the camera bobbed up and down and side to side instead of just whooshing straight ahead. Since the later levels in the game are focused around possessing other

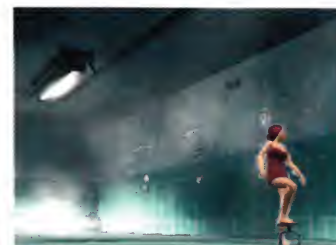
humans and animals, we wondered whether that walking animation would differ if John was inside the body of a fat guy. This is yet to be seen, but the game's producer (helpfully standing right there by the demo stand) did say that there would be different body types in the game, some of whom would be



❑ When the fuzz get here, everyone remember to say "she fell down the stairs", right?



❑ Not sure what's going on here, nice hat though



❑ Possess this lady's towel and enjoy the view



❑ Strategy lesson: get the rocket launcher and shoot at the floor



❑ Why are Nintendo games suddenly full of animals?

stronger than others.

At the end of the brief level, all hell broke loose when an alien popped out of the ceiling. This was the first sign of non-human enemies in the game and is a good indication that all is not what it seems in the boardrooms of Volks Corp.

The alien ate the Hispanic guy and then we had to shoot it in the mouth to make it run away. Soon after, as we attempted to escape, one of our guys was possessed by an evil something-or-other and he kicked Raimi's ass. A final cut-scene had us waking up in a machine that sucked Raimi's soul out of his body. It looked really painful.



Of course, that was just a brief taste of things to come.

The producer assured us that *Geist* was best classified as a first-person adventure. Although it won't feature the extensive backtracking gameplay of *Prime*, it'll be full of puzzles as you must use Raimi's spirit to enter the bodies of people, animals, inanimate objects and maybe even aliens. Sometimes you can possess a mouse and it's said that you might have to fight the urge to snatch cheese from traps. We hope they're not just kidding about that. Trap-dodging mini-games would be awesome.

My life as a dog The world seen through the eyes of man's best friend.

"My name is Special Agent John Raimi and I've been possessing this dog for a few days now. At first I just did it to try and sneak by some guards, but I've slowly become attached and now I don't think I want to leave.

"I'm really curious about maybe eating that rat over there, and if I can't catch it I might try eating my own poo. Just to see what it's like.

"Also, I discovered yesterday that I can lick myself in places I couldn't before. Maybe I don't need my old body back after all."



❑ Will you possess other players in a deathmatch. Or just shoot them?

Oh, and apparently there are more multiplayer modes. Our producer pal wasn't saying what those modes might be just yet... only that they're so innovative and surprising that they can't yet divulge the secrets. We tried bribing him with cheese, but no dice.



❑ Those masked killers... still standing around contemplating their holiday allowance

ESSENTIALS

DEVELOPER: N-SPACE

FAMOUS FOR:

Such scintillating adventures as *Rugrats: Search for Reptar* and *Mary-Kate and Ashley: Magical Mystery Mall*. Hopefully, *Geist* might be the first N-Space game that won't make you puke.

MULTIPLAYER: _____ YES (1-4)

PUBLISHER: _____ NINTENDO

RELEASE: _____ TBC (US: SUMMER 2005)

REVIEW: _____ TBC

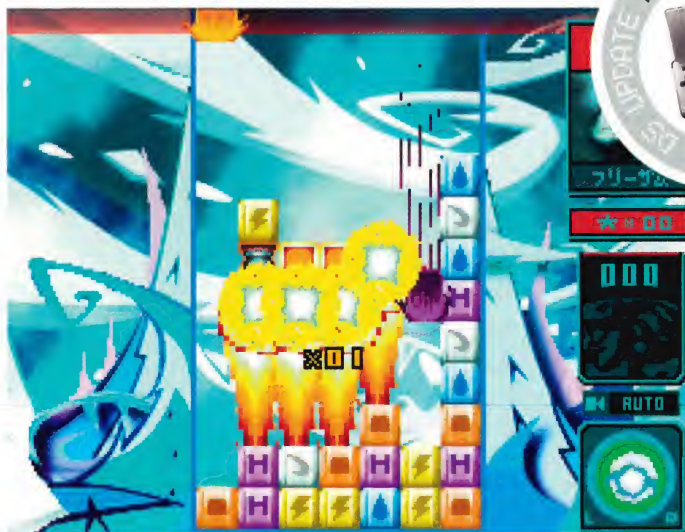
THE PHIAL OF COMPLETION



PREDICTED SCORE

Geist isn't about to put *Metroid Prime* to shame, but it's shaping up to be an entertaining adventure with intriguing puzzles and gameplay.

80%
PLUS



□ Line up the blocks and they launch into space, much like a Space Shuttle taking off, but a million-billion times more exciting



□ The black blocks can't be cleared. They just hang around and get in the way like evil Oxo cubes that won't dissolve in water

Meteos

A monstrous puzzler from the depths of outer space is coming to take over your life.



Look at you sitting there blinking. You probably think you're pretty cool, closing your eyelids every now and again to moisten your eyes, don't you? Well, if you plan to play *Meteos* you better jack the blinking in straight away 'cos this is so lightning quick a split second could be the difference between success and failure.

Minutes into playing and you're already thinking "Surely this game can't get any harder?". Unfortunately or fortunately, depending on how hardcore you are, *Meteos* never lets up. Just like the barrage of meteors raining down in the game, the difficulty setting is a constant stream of puzzling abuse you've got to deal with.

The premise is simple. Drag blocks

up columns to arrange colours either horizontally or vertically. This shoots them into space, along with any other blocks on top and eventually you'll destroy a massive meteor threatening the planet.

To make things harder – as if it needed to be made any tougher – different planets you're attempting to save have different physics. Some will have blocks that fall very quickly whereas others will have a high gravity that makes it harder to shoot big columns into space. There are more than 30 planets, but we've only scratched the surface of eight.

The main game sees you travelling to each of these different planets to destroy the giant meteor that's going to kill the inhabitants. The planets all

have different funny looking locals who dance about on the top screen, as well as different blocks which can sometimes be simple squares or more obscure shapes like plants. As you complete levels, more planets and characters become available for you to play.

But this is only a part of what *Meteos* is all about. As well as the Story mode there's a Time Attack challenge and an Endless mode in the tradition of *Tetris*. Plus, because the game comes from Tetsua Mizuguchi, the creator of the music-based shoot-'em-up *Rez*, *Meteos* has a musical element to it as well. If you do well, the music will change in style to signify your success. So, if you become a *Meteos* master you can expect an almost constant stream of trumpeted fanfares.

We haven't been this excited about a puzzle game since, er... well actually we've probably never been this enthralled about one before. The only problem is that *Meteos* is so hardcore right from the start. If you think *Mr. Driller* is pushing the limits of what is humanly possible, then you're going to cry like a baby playing this. We've got to go now, there are some more planets we need to save. **Rob Burman**



□ Top is your opponent's screen, which makes being ruined all the worse



□ See the top screen? Those are the aliens you have to save. And they're dancing

ESSENTIALS

DEVELOPER: Q ENTERTAINMENT

FAMOUS FOR:

At the moment not much, but after playing this, we've got big expectations for this new developer.

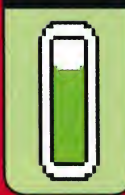
MULTIPLAYER: 1-4

PUBLISHER: TBC

RELEASE: TBC

REVIEW: TBC

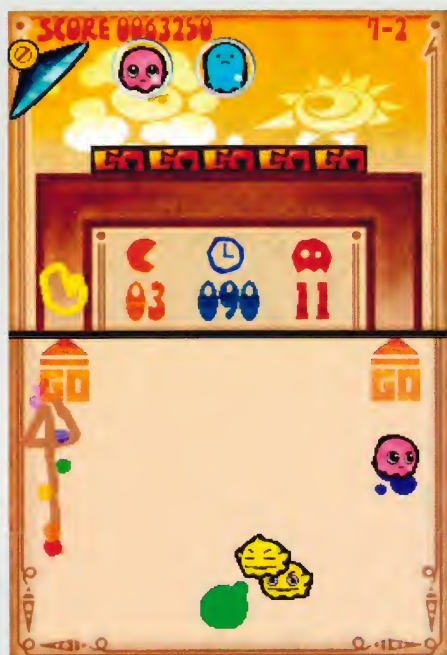
THE PHIAL OF COMPLETION



PREDICTED SCORE

Seriously, it would be a crime if some publisher doesn't pick this up for the UK. Nothing on DS comes close to being this much of a challenge.

80
PLUS



Pac-Pix

"Wacca wacca wacca wacca wacca." Jeez, Pac-Man shut up for a moment, will ya?!"



Artists, do yourselves a favour and avoid *Pac-Pix*. If you come along with your artistic flair and try drawing a perfect Pac-Man you'll get ruined. In fact, when the clock's counting down and ghosts are ruling the screen, you'll be lucky to draw something bearing even a passing resemblance to his Pac-ness.

Pac-Man, king of reinvention, is back but this time he's managed to find his way out of the mazes and into a paint box. Yeah, he's still gobbling ghosts but this time around you need to draw the little yellow muncher before setting him off on an eating spree.

Each level's split into two waves of ghosts, which you must clear before moving on. At first it's pretty easy and the limited amount

of Pac-Men you're able to draw is enough to scoff the ghosts. Just launch a hungry Pac-Man and watch him fly. If you need to change direction, draw a wall for him to bump into and he'll ricochet off in the direction you want.

After a few levels, more fiendish ghosts are introduced. Some have shields that you bounce off, while others throw paint onto the screen making it harder to draw. At this point, your stock of five Pac-Men seems like a joke and the clock's always against you.

To complete each level you have to draw other things instead of just Pac-Man. Some

ghosts are inside bubbles that you have to pierce with an arrow. Other levels require you to draw bombs to blow up the ghosts. Our only problem so far is you have to draw all these items and

Pac-Man in a particular way, which can be frustrating in the thick of a tricky level – when you think you've drawn an arrow but it disappears.

There are bosses to beat, too.

Some are simple – one just requires you to keep drawing progressively bigger Pac-Men – others are seriously tough and have a puzzle element, so you have to engage your grey stuff to identify their weak spots.

Pac-Pix is fun, but we're hoping it'll throw something new at us pretty soon, otherwise we might get a bit bored of just drawing Pac-Man, arrows and bombs. We're hoping you'll be able to draw ghost-eating dinosaurs, guns for Pac-Man and maybe atom bombs. *Rob Burman*



ESSENTIALS OK!

DEVELOPER: NAMCO

FAMOUS FOR:

Somehow managing to create new and intriguing *Pac-Man* games like *Pac Attack*, *Pac-Man Vs* (with help from Nintendo) and now this.

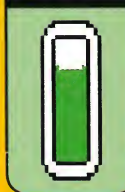
MULTIPLAYER: _____ NO

PUBLISHER: _____ NAMCO

RELEASE: _____ SUMMER

REVIEW: _____ THEN

THE PHIAL OF COMPLETION



PREDICTED SCORE

We've enjoyed playing through the first few levels, but the novelty could wear off if it carries on in the same way. Come on Pac-Man, make us proud.

80%
PLUS

x2

THE SECRET HISTORY

SHIELD



Meet Dylan Cuthbert, one of the original *Star Wing* team developers. He works at Q Games now, but he'll tell you all about creating Fox over the next few pages...

OF STAR FOX

You've heard of Arwings and Andross, but did you know Fox was based on Miyamoto? Now, *NOM* exposes all...



The origins of Fox McCloud

Jez San: glue accident



Before Andross had a name and the Rumble Pak took its first, shaky steps the project that would eventually become *Star Wing* was being produced for a very different machine.

The year was 1990, the first week in July in fact. The place, a US trade show called CES. A guy called Jez San, the founder of Argonaut (the eventual developers of the game) was unveiling two attempts at a 3D game, one on Game Boy, the other on NES.

A Nintendo big wig, Tony Harman, saw the projects and was so impressed by the 3D graphics that just weeks later Jez, Pete Warnes, Carl Graham and Dylan Cuthbert, original programmers on the project, were on their way to Nintendo Japan.

Dylan on meeting Mr. Miyamoto: "He was interested in the 3D techniques to help enhance a game they then called *Pilot's Wings*. Jez San suggested Nintendo make a proper 3D chip to enhance the Super NES. He leapt up and called Ben Cheese [one of the original Sinclair team], asking if it was possible. That's how the project was conceived. Argonaut lead the design and Ben developed the chip."

The name

Dylan on Miyamoto's demo: "It was very basic, involving a ship flying straight with a single bridge-like object, a cube and a pyramid."

Starglider: old



After signing a contract with Nintendo, the Argonaut team were on their way to Japan in December 1991.

The project was named after Argonaut's 3D NES demo of *Starglider* shown at CES the summer before and now it was coming to Nintendo's 16-bit console. At the turn of the year, the team was Dylan, Giles Goddard and Krister Wombell, with the core 3D engine/chip team of Pete Warnes and Carl Graham back in England.

In Feb '91 they were back in Japan to see Mr. Miyamoto's prototype. This was the start of the final version of the game.

Working on Star Wing

With fully roamable 3D worlds now rejected, Dylan and the team set about working on the rest of the game. Both Giles and Dylan knocked up the map system and changed everything into the 'on rails' style of the final game.

Using the new technology was an exciting time for the team – being able to draw 20-30 scaled sprites for the asteroid fields was something unheard of at the time. By the end of February 1991 Mr. Miyamoto asked the team to stay in Japan until the end of the project, which wasn't going to be until Christmas.



Dylan on what he designed: "I did the scaled text used for the opening 'Nintendo'. That was all cutting edge back then..."

The technology

Nothing like *Star Wing* had been possible on Super NES before the creation of the Super FX chip. Originally it was called the Mario Chip, but later renamed. Built into the cart, the chip enabled the Super NES' speed to treble.

As *Star Wing*'s development reached full speed the game undertook a number of changes in the run-up to its completion.

Dylan on code secrets: "There are actually remnants of that early demo still in the ROM, just scraps of text and simple 3D models. I read on a site that hackers had taken apart the ROM to find those parts."



Fox is Miyamoto

During *Star Wing*'s development, Fox McCloud, Peppy Hare, Slippy Toad and Falco Lombardi didn't exist. The project was just a "regular English sci-fi 3D game" in Dylan's words. But things changed in the last few months of development as Mr. Miyamoto set about putting the finishing touches to the game by asking Takaya Imamura to create animal characters, the eventual Great Fox team.

Dylan says: "The team represent the Japanese developers: Fox is Miyamoto-san; Falco is Watanabe-san (3D modeller); Peppy is Eguchi-san (Director, also of *Animal Crossing*); Slippy is Ya-mada-san (assistant director and map creator)."



A Beatle flies in

The making of *Star Wing* was a busy time for the young team as they beavered away at Nintendo HQ.

People couldn't see what they were developing and Dylan & co couldn't see what others were working on either. One day during development Paul McCartney came to visit Mr. Miyamoto because his kid was a big fan of Mario.

Dylan on McCartney's visit: "We were so hidden away that we couldn't meet him. After Paul McCartney had gone, Mr. Miyamoto and Mr. Imamura came in with big smiles on their faces."



Mr. Koji Kondo



The man behind the game's sound was Koji Kondo, who also delighted us on *A Link To The Past*, *Mario 64* and more recently *The Wind Waker* and *Super Mario Sunshine*.

Dylan says: "Koji Kondo developed all the sound effects in *Star Wing*. The sound effects are just garbled samples used elsewhere in the game, so Falco probably is saying 'wing damage'."

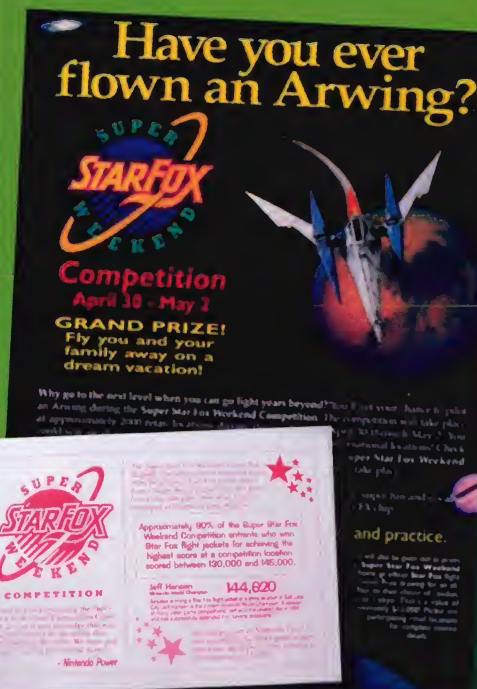


The Star Fox contest

Back in Spring 1993, over 2,000 shops across the United States held the Super Star Fox Weekend competition.

Played on a modified version of the game it had a time limit of five minutes and smaller versions of Corneria and the Asteroid Belt. The final level, a bonus stage, featured rings and other graphics not seen since. Once time ran out Slippy appeared to show your score.

Everyone who took part received a cool pin badge and a high score secured a limited edition T-shirt. The best score won a *Star Fox* flight jacket.



Dylan on the *Star Fox* contest: "The special contest cart we made helped its popularity a lot. I remember one of the guys who worked on the Super FX Chip and core 3D engine, Pete Warnes, saying that he entered the competition, but lost."



Those screws had to be specially designed to hold in all the WICKED stuff

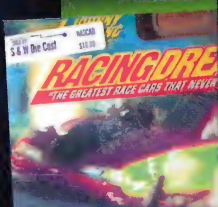
Hunt down more Fox

Such was the popularity with the first *Star Fox* game that it spawned an armada of ultra-cool collectible merchandise.

One of the most popular was a range of *Star Fox* comics that began in US magazine *Nintendo Power* in 1993. Running through 11 acts it was such a popular part of the magazine that another was made for *Lylat Wars*.

McCloud merchandise didn't stop with comics though – since then there have been action figures, keychains, model cars and even a game in a wrist watch!

The avalanche of merchandise included comics and wrist watch games where Slippy was also rubbish



Why not paint your mum and dad's Vauxhall like this?

Dylan on *Star Fox* toys: "I loved them. There were some stuffed toys here in Japan that you could win from grabber machines. Unfortunately I never managed to win one."

It's not Star Vox

With the game's popularity secured thanks to the contest, it was now ready for shipping. However, there was one more problem that needed solving

– the name of the game in Europe. Now the title was changed to *Star Wing* due to a name clash when the various trademarks were researched across Europe. Launched on March 6th, 1993, it went on to sell four million copies worldwide.

Dylan on the name change: "I seem to recall it might have been because there was a product called *Star Vox* in Germany and of course f's are pronounced as v's over there."



Rumble package

The N64 brought an onslaught of 3D games, but thanks to the Rumble Pak Fox's N64 space blaster, *Lylat Wars*, was something special.

The Pak shook and buzzed when you took a hit and *Lylat Wars* featured jaw-dropping stages and a four-player deathmatch mode where you fried your mates in the air and on foot.



Classic bosses

Andross has always ruled, but what about the rest of the bosses you've had to confront at the finale of each level?

From the lava boss at the end of Solar, the Dancing Insector with its spindly legs or Gorgon in *Lylat Wars*, each game is rammed with giant, screen-filling bosses boasting special attacks to test your skills. *Lylat Wars* even recreated the first Corneria Super NES boss for you to destroy from the air. HAVE THAT IN YOUR FACE!

Dylan on bosses: "I'm biased, but I'd say King Dodora [the chicken thing with two heads] in the original *Star Fox* is my fave. Then there's the end boss that blows panels at you. I like the bosses in the latest *Star Fox*, but they're a bit too insect-like for me."



Star Fox 2: MIA

With the popularity of Fox McCloud and friends now secured, it was time to start work on the sequel.

Two new characters were added to the squadron, a dog called Fay and a tiger called Miyu, *Star Fox 2* also incorporated the Super FX Chip 2, later seen in the likes of *Doom* and *Stunt Race FX*, and according to *NOM* at the time it was set “to offer a two-player head-to-head option”. Sadly, the game never came out.

Dylan on *Star Fox 2*:

“It had less story and more strategy and we’d finished it by the time the PSone and Saturn were released. Nintendo had the N64 coming out a year or so later and decided it didn’t want to release stuff on old systems.”



Time for a ruck

Before taking the lead role in his next adventure, Fox dusted off his blaster as one of the main characters in *Super Smash Bros. Melee*.

Alongside Mario, Link and DK, you could even have a scrap on top of the Great Fox itself, shooting opponents from range.

There’s even a cool trick on the Corneria and Venom stages. If you keep pressing **□, ▢, △, ○** on the D-Pad your friends will appear at the bottom of the screen just like they do in *Star Wing*!



All kinds of sweet rides

Star Fox 2 was set to incorporate a number of changes, not least the chance to fly outside the set route through space to intercept enemy ships.

Screenshots released on the internet of the final game also saw a range of new Arwings that new members of the team, Fay and Miyu, could fly, although, according to Dylan, “there wasn’t any different between them” and was there to “add a bit of spice”.



Dylan on the new craft: “In *Star Fox 2* we had a Walker and a hovering Arwing. It was like an Arwing with the wings folded in and thrusters.”

Rare joins the Great Fox crew

GameCube’s first Christmas line-up in 2002 featured the likes of *Mario Sunshine*, *Eternal Darkness* and Fox McCloud’s first adventure on the console – *Star Fox Adventures*.

Made by the team at Rare, the game took the story of *Dinosaur Planet* – a game originally planned for the N64 – and added the Great Fox crew and GameCube-strength graphics.

This time it was up to Fox to find Queen Earthwalker on a planet inhabited by many different species of dino including HighTops, ThornTails and SnowHorns. Fox wasn’t alone though – he was accompanied on his journey by Prince Tricky, son of the Queen (he also makes a cameo in *Star Fox Assault*).



Adventures was too cute for some, but you have to admit it looked truly amazing

WARNING!
Star Fox Assault official review
incoming! **TURN TO P10.**

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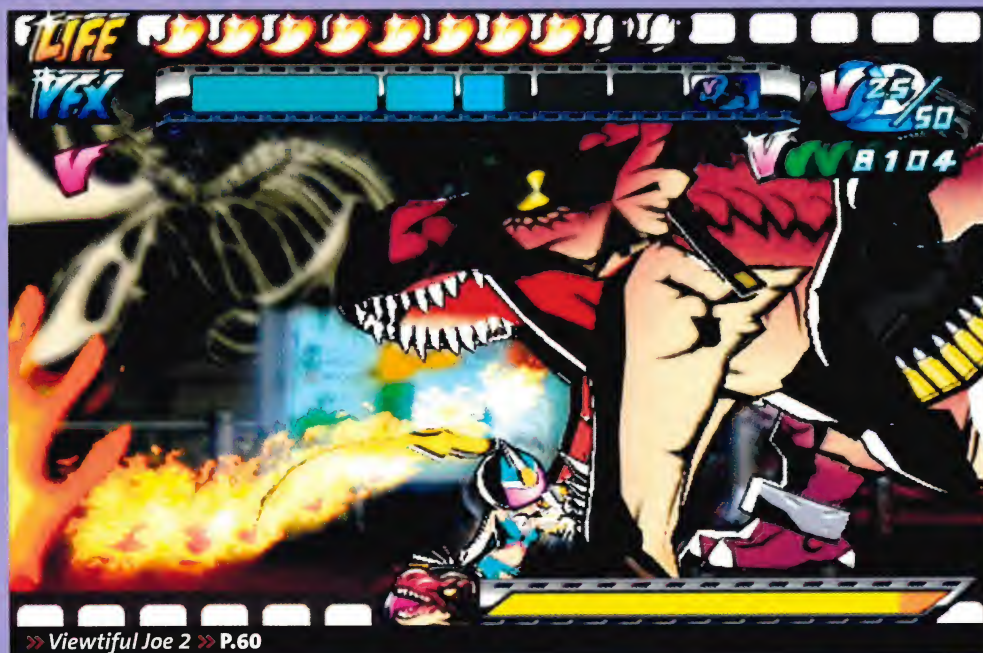


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» Kingdom Hearts: Chain of Memories » P.82



» TimeSplitters Future Perfect » P.66

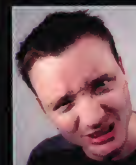
MEET THE TEAM

and find out how they died this month



Tim Street

Accused of cheating in the *Mario Kart DS* event. Reacted by scaling the Eiffel Tower and swatting biplanes. Fell to his death.



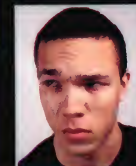
Dean Scott

Openly dissed *FIFA Street*, then fell over playing ACTUAL football and choked to death on comedy Ronaldinho teeth.



Kingsley Singleton

Kept trying to give *Retro Atari Classics* 97% on the strength of *Missile Command*. Shot dead breaking into the printers.



Mike Jackson

Tried to use Mach Speed on the way to the canteen, but ended up knocking over someone important. Eaten by HR.



Rob Burman

Covered the DS's midnight launch event. Tried not to nick too much stuff, only taking a few hundred games. Caught and hung.

SPECIAL THANKS TO

JON ARGLES

Drank a potion that contained Dan's piss.

CHRIS KOHLER

Touched a frayed electric cable with his willy.

ALEX SIMMONS

Got the death sentence for digital genocide.

DARREN FOX

Punched by Pluto with his health on zero.

SCORES AND AWARDS

90+

85 - 89

80 - 84

75 - 79

70 - 74

65 - 69

60 - 64

55 - 59

50 - 54

45 - 49

40 - 44

35 - 39

30 - 34

25 - 29

20 - 24

15 - 19

10 - 14

5 - 9

0 - 4

A Nintendo Classic

Exceptional in its class

Great fun, but not ground-breaking

Some nice ideas, but lacks Nintendo magic

Few classic moments – for die hards only

Been there, seen it, played it. Yawn!

No ideas, no gameplay, no way

Poison to your console

Not worth stealing



POISON
A real minger that might give you a nasty disease just by touching it. Steer clear at all costs.



SUPERSTAR
Only dished out to truly great games. There can be more than one in a month, but they have to be special.



Viewtiful Joe 2

GAME INFO

Out: **APRIL 15T**
Price: **£29.99**
Publisher: **CAPCOM**
Players: **1**



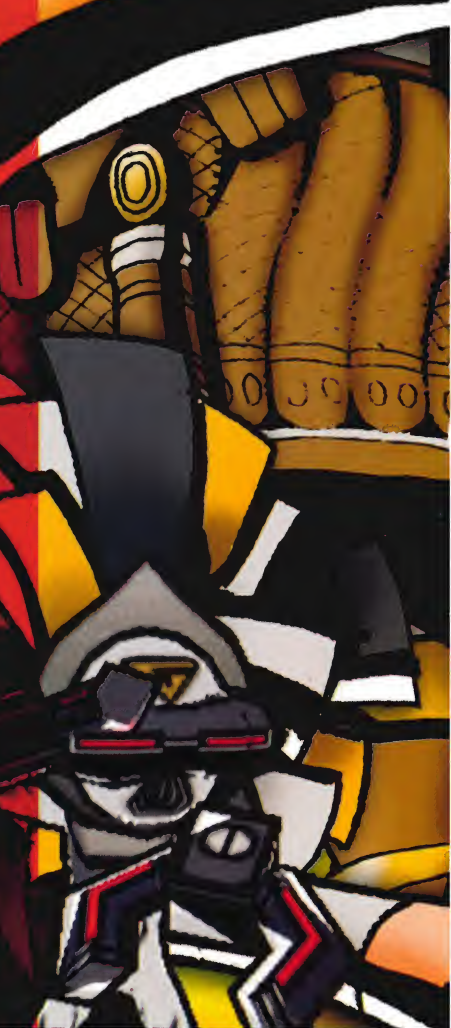
Joe returns to hyper-kick the nuts and bolts out of robots.

> We don't promote video game violence. We just accept the fact that it's a great thing. Just think: Viewtiful Joe would be no fun if you simply jumped on enemies' heads to kill them. Or scared them with an angry face.

Viewtiful Joe is fun because you get to bang the snot out of a billion robots in the most insane fighting style you've ever seen. Enemies approach Joe looking for a scrap. You wreck some buttons and Joe wrecks them. If you've never seen this game in action you have to understand — Joe goes all-out. No slapping, hair-pulling or wimpy magic. He goes irate and slams faces with furious kick and punch combos. Enemies aren't broken; they're shattered. And the gaming part of your brain will love it.

That's what the original was all about, and that's what *Viewtiful Joe 2* repeats — wreckage. They're almost identical in looks and the gameplay has altered little. Some changes have been made, but they're improvements, refinements, not transformations. If you've grown tired uppercutting robots in the first game, this may be too samey for you. But if you couldn't get enough of the cheesy humour and extreme cartoon violence, you need *VJ2*.

The use of Sylvia with her plasma blasters is the biggest single addition to the *Viewtiful Joe* formula. At any time during play you can now tap **[Z]** to boot Joe's feisty girlfriend into the melee and bust up baddies in her flashy cheerleader style. If you struggle to get close to a laser-shooting robot with Joe, you can call on Sylvia and her shooters. **|||**







With the Slow VFX activated, Sylvia's guns unleash giant balls of plasma pain that can ruin enemies from afar. You can make a scrapheap out of the small robots before they even get near you. But her shots don't do much damage to bosses, so don't even start thinking you can cheat.

Her new Replay VFX can triple the effect of her attacks, by literally replaying the brutal blow. This effect looks sweet, flicking to close-up angles of the action and flashing sparks light up the screen.

But no matter how good Replay looks, it sucks for fighting. It eats VFX power like there's no tomorrow and it's not half as effective as the VFX Slow. Plus the brief pause in the action while the replays roll gets tedious.

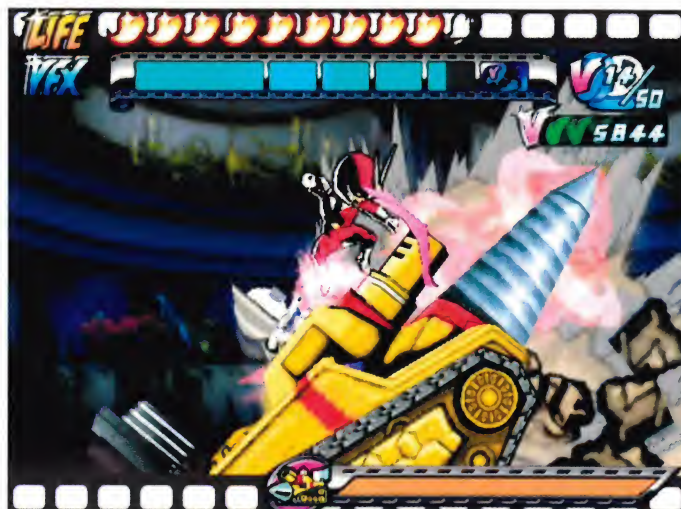
Sylvia can't do Mach Speed either – a cool VFX that allows Joe to move so fast he bursts into flames. Joe's great because his mix of super speed and powerful slow motion moves are the perfect combination. Sylvia's Replay VFX isn't as strong for fighting, and although her guns are cool, it's far

more satisfying to slap a robot silly with Joe's brutal punch-kick combo style. Yes, we prefer Joe.

But that doesn't mean Sylvia's presence is redundant – there are puzzles and obstacles that only she can overcome. The first game had some of the most original puzzles you could imagine. With a second character in the mix, the puzzles in VJ2 are even more cunning and tough, too. We're talking about the sort of puzzles that'll have you pulling your hair out for half an hour. You'll start hating the game, then suddenly realise the solution and conquer it with the feeling of glory.

Even the usual moving statue and floor button puzzles are spiced up in VJ2. In normal games you'd push the statue onto the button. Problem solved. In VJ2 you don't push the statue; you uppercut it into the air, jump, then punch it towards the switch.

But there's a wall in the way and you can't uppercut the statue high enough to get it over. In the background there's some flowing water. You turn on Mach Speed



■ Joe vs Mr. Driller. Well, not ACTUALLY Mr. Driller, but that'd be cool

and the water gushes out and floods the room. Now everything's underwater, activating Slow to power-up your punch will enable you to hit the statue high enough to get over the wall and onto the switch. Simple, when you think in Capcom crazy language.

Still, statue moving has been done before. VJ2 will have you Slow-smacking a giant plug into a socket and charging up the power by Mach Speed-running on a turbine. Or using the wind created by Mach Speed to blow out flames on burning rocks before using them as platforms.

These are basic examples from early on in the game. The puzzles get more intricate later, combining the skills of the two characters. It's about choosing the right character for the situation. Sylvia can shoot switches that Joe can't reach, and is also temporarily immune to

electricity when using her Replay power. You'll need her help when you come across electronically charged switches and platforms that Joe cannot touch. But the tables turn when fire is the issue. A burst of Mach Speed makes Joe immune to flames.

Being forced to stop and think about the situation breaks up the hard-hitting fighting action nicely, stopping VJ2 from feeling like a mindless brawler. The gameplay is kept varied with underwater levels that use the Six

Machine – Joe's super transforming vehicle. In these levels, you can actually change the form of the machine manually.

Playing as Joe, the Six Machine takes shape as a torpedo-firing submarine. When you switch to Sylvia, the Six Machine will morph into a super-fast drill than can burrow through the ground, thick



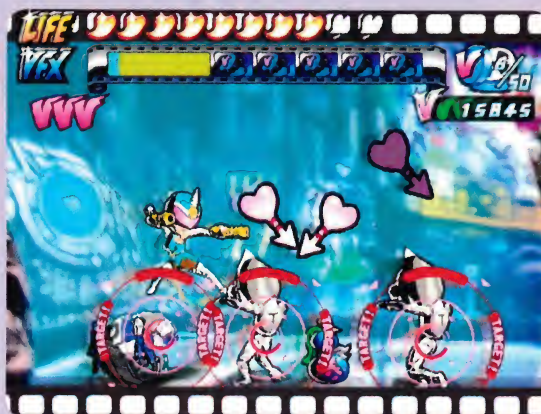
■ Aztec temples: the fifth most popular game location EVER

V-point violence

Exchange Viewtiful points for face-wrecking guns.

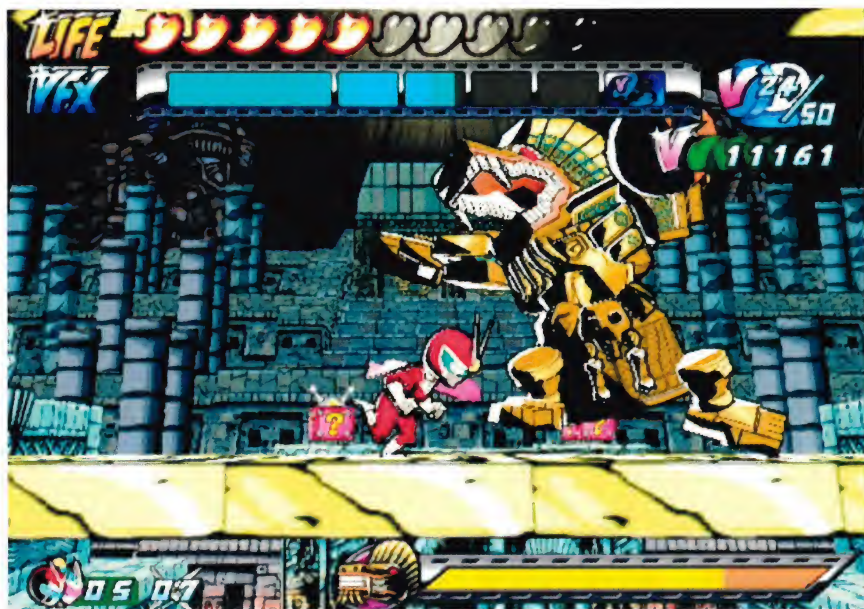
■ When you start the game, Sylvia's shooter is about as powerful as a potato gun and Joe can't even do a drop-kick. Basically, you need to beef them up pretty quick.

Earn some major V-points by pulling off fly moves and battering several enemies in massive combos. Then you can use those points to purchase new fighting moves for the super-kicking heroes. With enough points you can even get Sylvia a lock-on ability and a second gun so she can spray more bullets about the place. With lock-on targeting activated, she fires on multiple enemies at once with lethal homing bullets. Arnie's got nothing on Sylvia.



(Above) Rack up massive combos with the drop kick and you'll earn points to upgrade your heroes

(Left) Hold the shoot button and all enemies in range are targeted



“Learn the bosses’ moves and become a master of the counterattack.”

walls and ice. These stages are every bit as cool as the flying levels in the first game and tough as hell. As long as you don’t wimp out and play the game in Kids mode – the easy difficulty setting.

Newcomers to the world of *Viewtiful Joe* will struggle to get past the first level in Adult mode. Taking out the standard robots isn’t too bad – it’s the bosses and sub-bosses that’ll grind your face into the floor. Fans of the first game will remember the first time they had to fight a helicopter gunship. It seemed impossible. *VJ2* is just as solid.

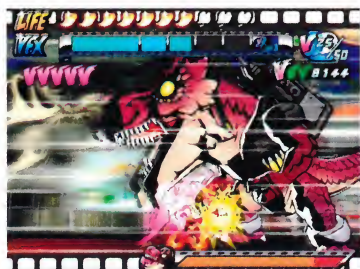
Boss fights with a hefty fire-breathing dinosaur and a hyper-angry Aztec statue that can turn into a dragon will make you wonder if it’s even worth trying to beat them. They’ll embarrass you and your gaming skills. But that’s half the fun for *Viewtiful Joe* fans.

You have to learn their patterns and become a master of the counterattack. Just like those ‘copters in the first game, you’ll soon be taking them out with ease. That’s when *VJ2* makes you feel powerful.

You’ll need to be harder than a Dragon Ball Z Super Saiyan to beat this game. All you moaners out there who whinge about new games being too easy need to let *Viewtiful Joe 2* into your lives. The sequel is very similar to the original, but we’re not



complaining because they’re both wicked. Joe has his own style. He sticks his middle finger up at the ‘norm’. For that alone, he deserves your respect.



■ That thing’s got more teeth than you’ve got bones to crunch



Nintendo®

OFFICIAL MAG SAYS...



GRAPHICS

9

Great papery-looking environments and amazing, over-the-top special effects make for unique stunning visuals.



SOUND

8

The crunch of the metal as you ping enemies about is very satisfying. But the soundtrack is too weak to be memorable.



GAMEPLAY

9

If there’s one game that proves 2D still rocks, it’s this. It takes practice to master, but it makes you feel like a king.



VALUE

8

You’ve got seven varied levels to struggle through with super-tough unlockable difficulty modes. All that for under £30.

MARIOS AND WARIOS



THE SLOW VFX FIGHTING IS THE MOST SATISFYING FEELING EVER.



AN EXPLOSIVE VISUAL STYLE THAT’S AWESOME AND TOTALLY UNIQUE.



IT’S ONLY 30 QUID. YOU CAN AFFORD THAT. YES, YOU CAN.



IF YOU’RE AFTER A CHALLENGE, THIS IS THE GAME YOU NEED.

A TWO-PLAYER CO-OP MODE WOULD HAVE ROCKED, BIG TIME.



IT CAN BE TOO SIMILAR TO THE FIRST GAME. BUT IS THAT REALLY BAD?



THE VERDICT

[Mike J] *VJ2* has the same psychedelic flair and unique charisma that made the first game so special. The fighting is bonkers and the puzzles are genius.

Nintendo®
OFFICIAL MAGAZINE UK
JUDGEMENT

93%



Look we've bought one, okay?! Enough with the subliminal messages



Tingle could never be this cool



Ride the Pink Yoshi for too long and people will start to talk about you



Two-player mode! With Luigi! Yes!

Yoshi Touch & Go

GAME INFO

Out: **MAY 6th**
Price: **£29.99**
Players: **1-2, ONE CART**
Publisher: **NINTENDO**



In the world of multi-coloured Yoshis, no-one really wants to ride the Pink one. Oh hang on, here comes Tingle...

If dinosaurs were anything like Yoshi, it's hard to see why they all became extinct. Couldn't they have drawn a cloud around the massive meteorite rocketing towards earth and trapped it in a bubble? Maybe they were all too busy eating fruit and pooping out eggs to notice their impending doom.

Then again it's unlikely your average pea-brained Stegosaurus would be as cool as egg-lobbing, cloud-walking, bubble-eating, Mario-carrying Yoshi. Otherwise you'd be looking forward to playing *Steggy Feel & Run* or

something like that on your shiny new DS.

Anyway, as you probably already know, *Touch & Go* isn't a standard side-on adventure like *Yoshi's Island*. Instead imagine a kind of horizontal *Ice Climber* coupled with a *Balloon Fight*-esque section featuring Baby Mario. Each stage, whether it be in the Endless or Score Attack mode, starts with Mario falling towards the ground with only a few balloons to stop him plummeting to a messy end. During these sections you need to make sure he doesn't get hit by enemies or Spinies, otherwise

it's Game Over. To do this you use the stylus to draw clouds for Mario to slide down and avoid any dangers that are coming his way.

There are clear routes for you to try and follow, normally marked by Coins to collect. Unfortunately they're often unnecessarily hard, with Spinies in the most awkward of places, so it's easier to make your own routes up – there's some room for improvisation. Luckily you can still collect Coins by drawing clouds around them, which forms a bubble – and then firing them towards the falling Mario. Be careful not to shoot them too hard though, otherwise they'll knock Mario off course and into the jaws of death.

It's essential to collect as many Coins as possible because the number you gather improves the Yoshi Mario gets to ride. The standard green Yoshi can only carry a paltry 20 eggs whereas

the hard-as-nails black one carries 50. Basically the Black Yoshi is king of the dinosaurs.

Although you can recharge your number of eggs by eating fruit, it's best to have a Yoshi that can carry as many as possible. Eggs are weapons of mass destruction to those Shy Guys laying in wait to end your go.

You can easily fuzzle eggs into Fly Guys' faces by tapping the touch screen. A little target shows where you're about aim before letting fly with a death egg. But because the stylus is also used to draw cloud bridges over yawning chasms of doom, in the thick of the action you sometimes end up drawing tiny clouds instead of lobbing eggs as you wanted.

Safe to say, this is a pain in the ass when you've racked up a massive score only to die through no fault of your own. But luckily this was the only issue we had with the stylus-only controls.



Touch & Go's graphics are like *Yoshi's Island* running on 75% power

Extras? Er, thanks?

Prepare to reap the worst reward ever.

So, you've spent ages playing *Yoshi Touch & Go*. You've mastered the controls and after some hardcore sessions you've claimed your place at the top of all the high score tables. Now you're feeling pretty smug and you reckon the game should thank you for your efforts.

But instead of giving you a nifty ending sequence, you get perhaps the worst mini-game ever. All you do is pop balloons. That's it. There are probably some tactics to popping certain coloured balloons, but we couldn't be bothered playing it more than once.



You could be popping these with Cheryl Tweedy's stylus and it'd still suck

"The gameplay uses the DS's features exactly as they were intended."

At first it may seem weird that you have little control over Yoshi, after all he just walks along into the potentially lethal unknown as if it's a walk in the park. You'll be tentatively drawing small cloud bridges for him to walk along or fuzzing eggs everywhere to try and make it more than a few hundred metres before dying.

Once you get in the *Touch & Go Zone* you'll be drawing bridges instinctively while keeping your eye out for enemies heading your way or high-scoring Blue Coins dotted about the landscape. If your brain can't do two things at once you'll fail miserably because there's loads of stuff going on all the time. To make things even tougher, you have to look at both screens. It's tough, but great fun once you've mastered it.

It's essential to become a master of the stylus, otherwise you're never going to rack up massive high scores or get through the Challenge and Time Attack modes. If you thought the main game sounds tricky, then these two extra modes will be your gaming nemesis.

In Time Attack, you have to save

Baby Luigi from a bunch of Baron Von Zeppelins before the timer runs out. Unfortunately the group of Barons is incredibly difficult to beat and getting a time under two and a half minutes is the stuff of legend. It can be incredibly frustrating but it has got that 'just one more go' factor that means it never really gets boring.

Challenge mode is much the same as the standard mode, but the clock is always ticking down and the only way to get more precious seconds is to defeat enemies and get Coins.

We're not going to lie to you, even with these two other modes and the race-based multiplayer, this is nothing more than the same idea again and again. Luckily, its saving grace is that the

idea is such an addictive one, unlike *Universal Gravitation* in which the idea was bad from the word go. *Yoshi's Island* fans may feel let down, but they really shouldn't. The gameplay uses the DS's features exactly as they were intended and there are plenty of familiar faces, like Cheep Cheeps and Cactus Jacks, to keep traditionalists happy.



■ Egg the tubby moles before they devour this popcorn planet. We can make up levels for fun

Nintendo®

OFFICIAL MAG SAYS...



GRAPHICS

8

Not as striking as *Yoshi's Island*, but there's always a lot happening on the screen and everything looks brighter than the sun.



SOUND

8

Listen to little Mario. Isn't he cute? The answer is "yes". Within a few goes you'll be humming the music constantly.



INNOVATION

10

It only uses touch control and the game spreads itself perfectly across both screens. It couldn't exist anywhere but on DS.



VALUE

8

If you like it you're in for a real treat trying to beat your high scores. Not as memorable as *Yoshi's Island*, though.

MARIOS AND WARIOS



THE TOUCH SCREEN CONTROLS WORK PERFECTLY ONCE YOU GRASP THEM.



IDEAL FOR A QUICK BLAST WHEN YOU FANCY TRYING TO TOP YOUR SCORES.



A FUN MULTIPLAYER THAT CAN LEAD TO EXTENDED BOUTS OF FURIOUS RACING.



IT'S GOT YOSHI IN AND EVERYONE LOVES A BIT OF YOSHI ACTION, RIGHT?



WE'D HAVE LIKED MORE MULTIPLAYER MINI-GAMES. ONE IS NOT ENOUGH.



TARGETING CAN SOMETIMES DRAW CLOUDS, INSTEAD OF LOBBING EGGS.

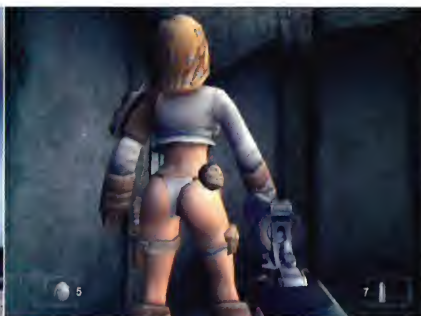
THE VERDICT

Rob

There's no hiding it's the same gameplay again and again, but so was Tetris and that's regularly hailed as a classic. Still, you'll be hard pressed to find anything as fun and addictive as this on DS.

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JUDGEMENT

84%



■ No part of the game requires you to follow this girl around on your knees



■ When this chopper pilot stops laughing he's going to end you

GAME INFO

Out: **NOW**

Price: **£39.99**

Players: **1-4**

Publisher: **ELECTRONIC ARTS**



TimeSplitters Future Perfect

The time-spanning, bullet-spitting bad boy blaster returns, now with added disco chimps.

➤ Ker-thunk-FIZZ! Off shoots another grenade, piercing the swollen underbelly of the hulking beast filling our vision. BOOM! The pineapple explodes, tearing a hole in its gut. Bits of bloody flesh spill out, but the monster barely flinches. Half a dozen direct hits with the RPG later and it's still on its feet, sucking everything in sight into its gaping maw. Face it, you're stuffed. Resistance is futile. You may as well quit fighting now and give in to the fat, bloated beast that is Electronic Arts.

The fact is Electronic Arts is slowly but surely swallowing up every game, every developer, every THING. It's spitting out anything that resembles originality and crapping out a conveyor belt of similar looking, similar smelling gaming dog-eggs. *NOM's* beloved

GoldenEye 007 has already suffered a stinking fate thanks to *Rogue Agent*, FIFA's just been okay and now it's the turn of *TimeSplitters* to be devoured.

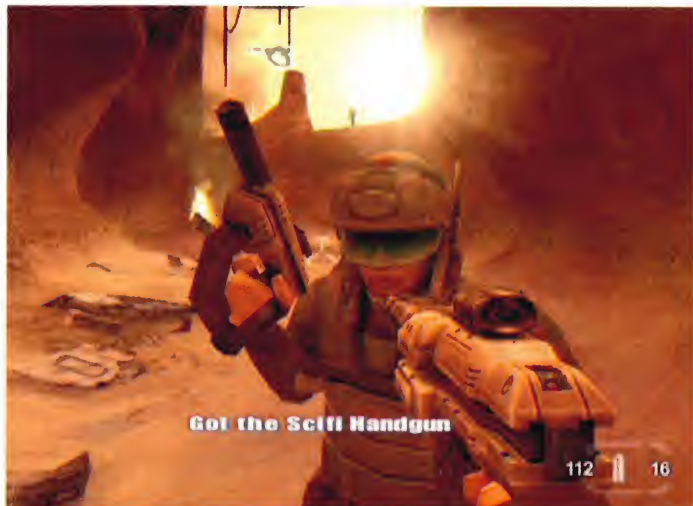
Future Perfect is what has come out the other end and, thankfully, it's no stinker. Quite the opposite in fact; rather than the sludgy mess that was *Rogue Agent*, this is a solid, satisfying sequel that's enjoyable to the last wipe. Like *'Splitters 2*, *Future Perfect* is fast, funny and packs an explosive multiplayer punch that takes over from where classic four-player *GoldenEye 007* left off.

It's the beefed-up one-player story mode that provides the fresh meat to *TimeSplitters'* multiplayer bones. Unlike the disjointed missions of *'Splitters 2*, where you jumped from

one time zone to the next, switching characters *Quantum Leap*-style as you went, there's now a logical, progressive campaign to follow. Space marine Cortez is on the tail of generic evil dude Khallos, jumping through time-space wormholes to track him down and plant a fist in his face.

The opening level is the perfect appetiser of things to come with Cortez charging across a war-torn battlefield, ripping through dumb sci-fi goons with twin blaster pistols. It's classic *TimeSplitters*, but it's not long before EA's influence becomes

apparent. "What are those soldiers saying? I should go what way? Hang on, I decide where I want go... You want me to what?! Jesus, this isn't *Medal of Honor!*"



■ This has much the same effect on nostrils as a regular gun

Send in the dancing chimps

And you thought you'd seen it all... get a load of these body-popping monkeys.

■ We're always up for a challenge at *NOM*, especially if it involves sticking 10,000 volts through little monkeys to make them

dance! Alternatively, maybe you'd like to see how many zombie chimps you can knock off in a minute, or perhaps try your

hand at cat racing. **WHINGERS PLEASE**
NOTE: no animals were harmed during the writing of this review.



Look at him go! Crank it up and watch the little fella spin, but mind his exploding bonce!



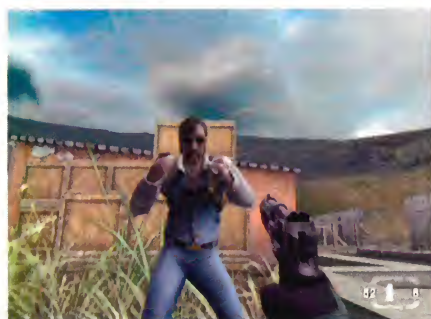
Steer this remote-controlled cat around the course. Not sure where the battery goes...



Don't be fooled by their cute faces, those monkeys are EVIL. Put 'em down quick



The more gold awards you get, the more challenges are unlocked. Obvious really



■ You may have the disco moves, but we've got the gun



■ There are 149 multiplayer characters. Okay, that's plenty



Oh, now we get it. Switch *TimeSplitters*' sci-fi setting for World War II and you may as well be playing *Medal of Honor*. Not that it's a bad thing, mimicking *MOH*'s on-rails gameplay to provide a gentle introduction to the full-on action to come. It's just not very *TimeSplitters*. We liked the way the previous two games took no prisoners – that if you didn't come out firing you'd be zipped up in body bag and on your way home before your first bullet even left the barrel.

Thankfully it's business as usual within a matter of

minutes, with Cortez charging through some of the finest FPS action since... well, *TimeSplitters 2*. Puny pistols are soon replaced by sub-machine guns, which are, in turn superseded by shotguns, then rocket launchers... Cortez's arsenal reads like a combination of Vin Diesel and Arnold Schwarzenegger's wish lists. And the best thing is you don't have to wait 'til Christmas morning to play around with them.

Future Perfect's action starts hot and quickly reaches boiling point when Cortez rips a hole

in reality and teams up to battle the bad guys... WITH HIMSELF. Oh, you haven't heard about that yet? The bit where you get to meet your future self, swap clues about up-coming puzzles and together kick the crap out of anything that stands in front of the business end of your blaster? It's pure genius and adds a much-needed extra dimension to the gameplay.

Take the helicopter battle for instance: the cruddy little sub-machine gun clutched in your greasy palm won't even dent the armour

of the kiss-goodbye-to-your-backside Battle Chopper hovering above. But just as Cortez prepares to shake hands with the big bearded bloke from above, another Cortez appears.

Only it's a Cortez from later in the game and he's carrying the daddy of all rocket launchers. EAT THAT, heliCOCKter! Minutes later and the roles are now reversed: you're playing the future Cortez armed with the fat RPG, out to save your past self. Aaaaargh, our brains are gonna... EXPLODE!)))

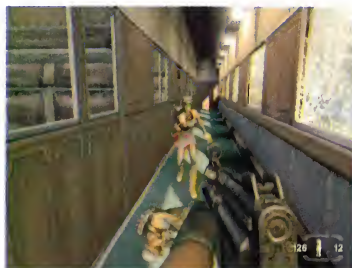


"There's loads going on, but, like *TS2*, it's best in multiplayer."



But Cortez isn't the only help, uh, Cortez gets – throughout the game a load of familiar *TimeSplitters* faves tag along for the ride. Cross-dressing hippy cop Harry Tipper helps out in the 1970s secret Russian base level while Captain Ash, the posh-talking RAF toff from *TimeSplitters 2*, points you in the right direction after being dumped in the middle of a World War II bomb raid.

As well as providing help against the relentless, turbo-charged onslaught *TimeSplitters* chucks at you – you can even sit back and let them do most of the hard work if you want. They also inject quirky humour into the mix.



■ Every great shooter has a level on a train. It's the law

But it's not all a barrel of laughs. In fact it's more barrels of high-velocity-buckshot, fired from Jo-Beth's shotgun. She's the ultra-cute teen who helps out in the haunted mansion. But rather than clinically popping the heads of the brain-eating undead, she more likely shuts her eyes and pulls the trigger – filling your backside with red-hot pellets. LEARN TO SHOOT, WOMAN!

If it is laughs you're after, put the story mode on ice and try out the challenges. Our favourite is trying to make the



■ Concentrate on the chopper and that crate will blind side you

disco chimps dance. See, the poor little guys are knackered but they'll bust out some moves if you pump 'em full of electricity! In a game that's a bit like spinning plates you give one monkey some serious voltage before moving onto the next, continuing around the dance floor until they're all doing the electric boogaloo at the same time. Don't get too carried away though – and squeezing the trigger too long will literally blow their heads off!

Other weird stuff worth checking out includes shooting hoops with an anti-grav gun and giant steel balls, or playing minigun demolition derby. Then there's cat racing, in which you steer a remote-controlled moggy around a

simple course. It's not exactly *Mario Kart* but it is another quirky example of how *TimeSplitters* effortlessly eats away at your spare time.

Want more? Check out the multiplayer mode. There's so much stuff to play around with, so many different options and modes to choose from, it's more like a whole new game than an added extra. *Future Perfect's* deathmatch is as pure and exciting as any *TimeSplitters* multiplayer experience. But don't just play it straight, spice up the action with different weapon sets, bots and levels. Alternatively go for something completely different. Assault is ideal for testing out the gun-turrets or teaming up with a mate to control one of



■ Nick decent weapons of dead guards. Have you no shame, child?

Thinking is the new killing

What do you mean I can't go through life solving all my problems with violence?

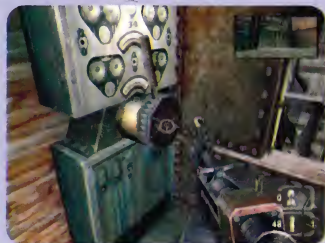
■ Quit shooting for a second, will you? See that nuclear missile over there? Well, one stray bullet is gonna trigger it and you can

kiss goodbye to your internal organs. And everyone else's within a 20-mile radius. Instead, why not try using your noodle to

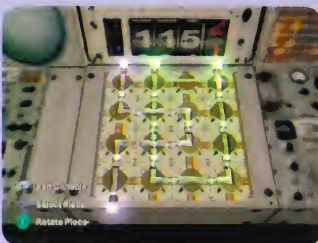
disarm it. And by 'disarm', we don't just mean shooting wildly at the control panel and swearing.



Getting past that solid door is a puzzle, but one you can solve with a big stick of dynamite



Pull that lever on the wall and it opens up a gate. But can you remember where it is?



Connect the green and blue lines by rotating the circuit board before the nuke launches!



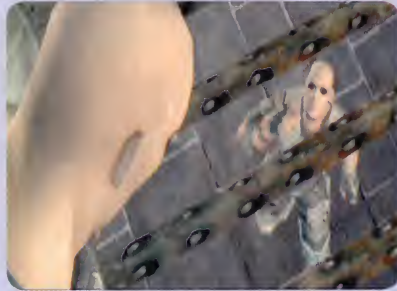
No time for you, brain – let your double-barrelled hand-cannon do the thinking instead

Pleased to meet me

Just when you thought you didn't have any friends, someone comes along to help... You.

■ A bit like trying to work out the plot holes in *The Terminator* or *Back to the Future*, think about meeting your future self in *TimeSplitters Future Perfect* too much and your head will feel like a Russian shotputter is tap dancing on it.

Instead just think of it as someone who looks a bit like you, who talks like you and has the same name as you... Oh forget it. IT IS YOU. From the future, or the past. Either way, you'll be popping up to help you out all through the game. Got it?



Shut your stupid future face and take the key, baldy



Future Cortez can kill the ghosts, but not the zombies. Protect him

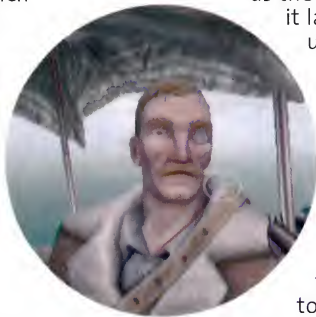


There's no 'I' in team. But there is a live round in that rocket launcher. Let rip

"Future Perfect is the best all-out-action FPS you can get on GameCube."

Future Perfect's many tanks, jeeps and other playable vehicles. Our favourite has got to be Shrink in which enemies get smaller every time they take a slug. The last one to actually exist is the winner. There's also a co-op mode to feast on, over 140 characters to unlock and, of course, *TimeSplitters'* trademark map-maker, so the only limit to the killing areas you can compete in is your imagination.

So, *TimeSplitters* has survived the Electronic Arts sausage factory and has come out the other side



relatively unscathed. Admittedly, the story mode isn't as big or indeed clever as the multiplayer game and it lacks the personality and uniqueness of previous games in the series. But *Future Perfect* is about the best all-out-action first-person blaster you'll get on 'Cube. Like *TimeSplitters 2* it's a game best enjoyed by four people, but there's so much other stuff in there, from the challenges to quick-fire arcade levels, that it's essential even if you've got no friends. Besides, who needs mates when you've got bots?



■ Yes, girls should dress more like this in real life. Won't someone start a petition?



Nintendo®

OFFICIAL MAG SAYS...

GRAPHICS 9

Pin-sharp to the point where they look almost TOO clean. It's fast too, so best hold onto your stomach...

SOUND 8

The ghostly shrieks that echo down the halls of the haunted mansion are enough to rattle even the toughest gunslinger.

GAMEPLAY 9

Plays dumb, but is a whole lot of fun. Got a trigger finger? Be prepared to wear it out on this.

VALUE 9

Finished the story mode? No worries, the multiplayer game will easily last you until *TimeSplitters 4*.

MARIOS AND WARIOS

IT'S THE PERFECT FIX FOR ALL YOU UNASHAMED ADRENALIN JUNKIES.

USING THREE OF YOUR MATES AS CANNON FODDER IS STILL GREAT FUN.

DANCING MONKEYS AND GUN-TOTING GIRLS IN MINI-SKIRTS. SCORE.

FILL AN ARENA WITH BOTS AND WADE IN WITH THE ROCKET LAUNCHER. YES.

IT MOVES SO QUICKLY IT MIGHT GIVE YOU MOTION SICKNESS.

STOP SHOOTING ME, YOU BIMBO! JO-BETH'S AIM IS TERRIBLE.

THE VERDICT

[Alex Simmons] It's lost some of the quirkiness that graced *TSG2*, but makes up for it with a superior story mode. And it's the finest four-player blast on 'Cube.

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OFFICIAL MAGAZINE UK
JUDGEMENT

90%



■ Yoshi's Island-style graphics are one of our favourite flavours



■ That's not the Deku Tree. He's locked up on p107



GAME INFO

Out: **NOW!**

Price: **£39.99**

Players: **1-4**

Publisher: **Nintendo**



Mario Party 6

The party king is back in town with a new toy – this game's not over until fatso sings.

➤ One of these days a Mario Party is gonna get too out of hand and the Mushroom

Kingdom police are going to bust it up. All the toilet paper streamers will come down out of the trees, Peach and Daisy will have to put their tops back on, and Toad's head will be pulled out of the toilet. But until that fateful day, the plumber and his posse will continue to rock the house down with their bashes.

Still, it's getting a little repetitive, having a new *Mario Party* every year, isn't it? Thank goodness that *Mario Party 6* has a bunch of refinements. Hudson Soft went back and rethought every little aspect of the *Party* series and the result is a faster, smoother and far more varied gameplay experience.

How so? Well the main game is still the same – get four friends together for a night of rolling the Dice Blocks, moving about the boards, playing 100 or so mini-games, collecting Coins, buying Stars and making fun of your poor stupid mates as you thrash them into oblivion. But this time you can play as Toadette! Oh, and there's much more.

For starters, remember that board from *Mario Party 2* where it would switch between day and night every few turns, changing the paths and spaces around the board? Well, that happens on every stage now and it changes things a lot. Also, the way in which you collect Stars is totally different from board to board.

In Towering Treetop, you still buy them from Donkey Kong at spaces scattered around the board for 20 Coins each. But in Faire Square there's only one space where you can buy Stars. During the day, they're 20 coins. But at night, a roll of the Dice Block determines the price and you can buy five of them at once!

Not enough for you? Try Snowflake Lake, where there are NO Star spaces. Instead, each player starts with five Stars, and you have to chase down your friends while riding Chain Chomps to steal their stash. Or Castaway Bay, where stepping on a ? space changes the one Star area into a deadly Bowser square where you lose a Star.

The item system has been similarly overhauled. Which did you like better: *Mario Party 4*'s item shops, or *Mario Party 5*'s random capsule system? Well, they're both in here. Walk over certain squares and you get a random free item, but you can also stop at the stores to blow Coins on the rare stuff. With over 20 different capsules, any of which can be used on different spaces of the board just like in *Mario Party 5*, there's plenty of opportunity for strategy and cunning to win the day.

The Stars you collect from playing the game can be used to unlock piles of secrets, including new stages, taunts for each character and an amusing interactive pop-up book. To collect lots of Stars means you can play the game's new Solo mode, which challenges you to compete in some short and original single-player boards.

And we're not even done. If you buy *Mario Party 6* you'll realise the box is bigger than usual. This is on purpose, because there's a free

microphone in there. Plug it into your 'Cube's Memory Card slot and you can play a few different voice-activated mini-games, both in the main game and in a special Mic mode.

Five different mini-challenges like Fruit Talktail see one player hold the Mic, shouting names of fruit as other players scramble to stand on platforms that bear the image of said fruit. In Talkie Walkie you shout directions to your character to make him walk up a platform, as other players try to shoot you off. And so on.

Then there's a lengthy Mic quiz game and a solo mode where you finish a race by shouting all kinds of wacky commands. In every case, the voice recognition software worked perfectly.

Mario Party is a love-it-or-hate-it kind of experience. If you've never liked one before, you'll probably just stamp your feet and cry if someone suggests you play this. But if you love a good *Party*, you'll appreciate the refinements made to number six.



"If you're a Party fan you'll like the refinements made here."

■ "Who's got the Star? WHO'S GOT THE STAR?!" Mario is such a gracious winner



■ Endoscope cam: "That's no egg, guys!" The gang flee down Yoshi's colon

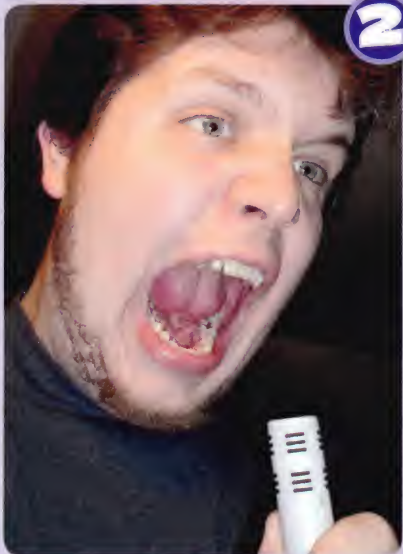


■ Like *NBA Street V3*, but without all the pointless real-life basketball stuff

Meet my friend Mike

A guide to the care and feeding of your new microphone controller.

■ So you've unwrapped your new GameCube Mic and don't know how to use it. Fear not, for we will explain this simple process to you. Be seated...



Secret tip number 2: Be sure to speak loud and clear into the microphone. It's also extremely helpful if you speak regular words, not scream obscenities and gibberish as Kohler is doing here. (Not pictured: Chris's flatmate calling the police in a panic.)



Secret tip number 1: Make sure that when you speak, you're holding down the blue button as shown. Otherwise Mario will not hear you and the poor little man will think he's gone deaf.



Secret tip number 3: Holy cow, your voice makes the game do things! Try not to get drunk on this power and order your parents to do stuff. They're not nearly as compliant as Princess Daisy.

Nintendo® OFFICIAL MAG SAYS...

GRAPHICS 7

It's *Mario Party*. It's never really looked all that good, it's never really looked all that bad, either. But what did you expect?

SOUND 7

Fun, bouncy, Nintendo-standard tunes and hilarious sound clips (really, believe us – try taunting as Toad).

GAMEPLAY 8

The Mic games are good. The standard boards have been kicked up a notch from previous editions.

VALUE 8

It'll last you until they bring out the next one, which you KNOW is coming. Not sure what it'll be called though.

MARIOS AND WARIOS

YOU GET A FREE MICROPHONE AND THE MINI-GAMES PLAY REALLY WELL.

LOTS OF DIFFERENT BOARD THEMES AND GAMEPLAY STYLES.

REVAMPED SOLO MODE MAKES YOUR ALONE TIME MORE FUN.

TOAD'S TAUNT IS AMAZINGLY FUNNY. BELIEVE US.

THERE AREN'T NEARLY ENOUGH MICROPHONE-BASED GAMES.

IF YOU DON'T ALREADY DIG THE PARTY, YOU PROBABLY WON'T LIKE THIS ONE.

THE VERDICT

[Chris Kohler] Combining the awesome item system of *Mario Party 5* with fresh ideas, *Mario Party 6* is the best Party on the GameCube, hands down.

Nintendo®
OFFICIAL MAGAZINE UK
JUDGEMENT

83%



GAME INFO

Out: **NOW!**
Price: **£39.99**
Players: **1**
Publisher: **Nintendo**



Baten Kaitos

By the power of the guardian spirits... SNAP!
Card games never used to be this complicated.

➤ One thing's guaranteed to split the gaming world down the middle: the term 'turn-based combat'. The square-jawed hero darts across the screen, wallops the baddie with an oversized sword, then runs back to where he started.

It's the gaming equivalent of morris dancing and even the great Mario himself has had a go before now. Usually, it's just a matter of clicking on numbers before a timer runs out and alternately slugging away, then healing. This is one of those games. Baten Kaitos has a trump card though – it uses, er... cards.

Reminiscent of Activision's *Lost Kingdoms*, each character has a deck which is wheeled out when the bad guys surface, representing everything from swords to mouldy bananas (seriously). In theory, you're supposed to use the card numbers to generate runs, pairs and special combos. Theory is all well and good, but what you actually do for the most part is bang away at anything that looks like it does damage, swearing when you realise that your fire/

ice combo has cancelled itself out and you've actually ended up healing the beast that's trying to tear your throat out.

Baten Kaitos comes from Monolith Software, the people behind *Xenosaga*, a game rightly regarded as one of the best RPGs ever. Here, the graphics, story line and characters are every bit as sumptuous, elegant, and fantastical as you could ask for. Forget *Crystal Chronicles*, this is how a real FF game should be on 'Cube. There are loads of neat

touches, most notably that the central character actually has a personality worth the name.

We all love Link, but his mute status can <whisper> sometimes make him appear bland. Not so for Kalus, the winged hero, who's a self-obsessed coward and, most importantly, speaks. You find yourself swept into the political world of the flying kingdoms, lapping up scene after scene, until you realise you've been playing for hours. Then you hit a boss and your journey screeches to a messy, bloodstained halt.

The first thing you'll notice as you enter card-throwing combat is that there's no enemy health meter. You'll get updates as to how well your guys are doing at the end of the round, but you just keep on plugging away blindly at the monster you're smacking. In a game so full of combat, removing that "just one more hit" factor makes extended battles a chore rather than an enjoyable challenge.

Rounds are divided into attack and defence, and if you don't have a relevant card in your hand, you just have to suck up the damage and pass your go. You can heal in battle, but only a few cards can restore health

Chicken combo to go

The last time we 'experimented' with cards, we lost all our clothes.

■ Slapping the cards down in certain orders can create new attacks and shining cards, more powerful than the sum of their parts. For example, throwing a common chicken in the air and following it up with a fire spell gives you crispy fried chicken.

And they get more elaborate as you go on. Throwing a helmet, some dried rice, a water spell and a fire spell at the monster you're pitched against gives you a bowl of Uncle Ben's finest. In the heat of battle, though, it takes a fair amount of self-control to be able to experiment with this, especially if your opponent is busy smashing your brains out through your nose.



KFC whenever you want it. That is the dream



■ Bars are a mainstay of the RPG genre. Pick up quests, meet mysterious strangers and get a bit pizzed



■ *Baten Kaitos* is prettier than almost all of *Girls Aloud*



■ Meet a monster and reach for your... er, cards?! That'll never feel as natural as a fat gun



"It's a beautiful set-up, but ultimately falls short of classic status."



■ Every corner you turn, there's a new feast for your peepers



or cure poison when you're not fighting. This means that you race through screens desperately hoping to find a shop before you die. Run into one of the big guys who crop up unexpectedly on your way and it's curtains. To cap it all, even when you're ready to level up, you have to find a church and 'confess' which, to be frank is a complete pain in the ass. Who ever heard of going to church!?

One of *Kaitos's* main attractions is the great range of cards, or Magnuses (Magni, surely?), to collect. They turn up under every rock and behind every sofa cushion. If you want to carry anything from an apple to a cloud, you have to turn it into a card first. You can even get special Magnuses for completing side quests, including completing a star map, filling in a family tree and chasing chickens (sound familiar?), which provide diversions from the main quest.



If you're suffering from *Final Fantasy* withdrawals, this is the closest thing on 'Cube – and it's exclusive, which should keep everyone happy. There's no denying that the story is as epic as any *Zelda* quest and the characterisation is sharp.

Kaitos's graphics are lavish and even the music is suitably atmospheric. The two mix to make an enchanting atmosphere. It could all have been so sweet, but in the end the awkward combat system means it falls short of the classic status the visuals deserve. The use of the card system in combat just doesn't work as well as it could on paper, which is a real shame.

Getting past a tough boss to see the next chapter of the story can feel like pulling teeth at times. We nearly gave up with *Baten Kaitos*, but the presentation kept us going. It can be painful, but it's worth it in the end, especially when the world you're playing in is as lavish as this.

Nintendo®

OFFICIAL MAG SAYS...



GRAPHICS

9

Brilliantly detailed, atmospheric, imaginative, sharp and colourful – almost impossible to fault.



SOUND

8

Voice acting adds an extra dimension and the tunes really sweep you into everything from combat to love scenes.



GAMEPLAY

7

Run from battle to battle, but that's how the genre works. You can spend hours tinkering with your deck if you want.



VALUE

9

You'll keep returning to it over and over to see the next chapter and there's easily 50 hours of gameplay here.

MARIOS AND WARIOS



THE GRAPHICS AND SOUND WILL MAKE YOU EXPLODE WITH GAMECUBE JOY.



A GRIPPING STORY THAT DRAWS YOU INTO THE ACTION FROM THE START.



IT'S HUGE! YOU CAN PLAY FOR 50 HOURS, EVEN WITHOUT SIDE-QUESTS.



THERE'S A REAL SENSE OF ACHIEVEMENT AS YOU PROGRESS.



IT'S 'CUBE EXCLUSIVE. THE RPG IS BACK IN ITS CULTURAL HOME – NINTENDO.

THE COMBAT AND HEALING SYSTEM COULD HAVE BEEN MUCH BETTER.



THE VERDICT

[Jon Argles] The RPG genre hits back with a quest more innovative than *Skies of Arcadia* and *Crystal Chronicles*. It's gorgeous, but the combat spoils it.

Nintendo®
OFFICIAL MAGAZINE
JUDGEMENT

84%

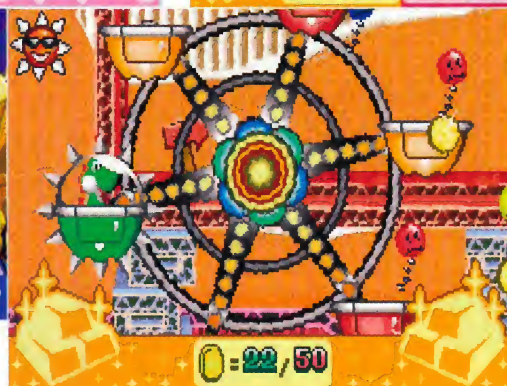
■ Swing Yoshi on a swing. It's 23% as fun as it sounds



"No matter how many times you play, this is awful. It's an embarrassment for Nintendo."



■ That's Yoshi lying on the spikes. Suicide was the only way out



■ The spikes didn't work, so Yoshi opts for death by cannon instead

Yoshi's Universal Gravitation

GAME INFO
Out: **APRIL 22ND**
Price: **£29.99**
Players: **1**
Publisher: **NINTENDO**

Don't get us wrong, we love Yoshi. Ever since the little green legend was introduced in *Super Mario World* we've followed his adventures with interest. We were there for his starring debut in *Super Mario World 2: Yoshi's Island*. It was brilliant. We were there for *Yoshi's Story*. It was a short, easy, overly basic disappointment of a game.

If there was no gravity, we'd all be sucked into space and die. That would be preferable to this.

So, when Nintendo announced a new Yoshi platformer for GBA we prayed it wouldn't be the same as *Yoshi's Story*. God answered our prayers and made it worse. It's shorter and almost infantile in its simplicity. As it turns out, it

was programmed by Artoon, the Japanese developer infamous for the terrible *Blinx* games on Xbox. It was fine when it was just fouling up Microsoft's system with its inability to design a game, but now it's ruining Yoshi and we just won't stand for it one more minute.

Yoshi's Universal Gravitation has a tilt sensor in the cartridge that can determine which way your Game Boy is pointing. Turn the screen and you alter the gravity of the level that Yoshi's in. The image on the screen doesn't move, but everything slides downhill. Try staring at one of the pictures on this page and rotating your magazine to see what we mean.

Playing as Yoshi, you can jump with **A** and eat things with **B**, but that's not going to get you

through the levels. You have to change the gravity to do various things. For instance, a bridge might be rolled up. Tilt the level and it'll roll towards you. Does that make sense? No? Okay, how about this: There's a solid wall in front of you. Tilt gravity and it becomes diagonal, so Yoshi can walk up it. Yeah?

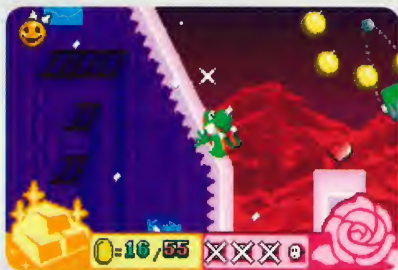
So what's the problem? At first, nothing. Your eyes mist over with the incredible potential of a tilt-sensitive platform game. But you're not playing lengthy, detailed platforming levels. You're messing about in really, really short areas that are haphazardly strung together without the love and attention we expect. Walk about two feet and you reach a gate that takes you to another mini-level. Finish a few of these and the course is over.



■ Even Bowser can't heat things up. That joke is as good as this game

Tilt it like you mean it

Controlling gravity should be fun, but it isn't.



Tilt the system to the right and Yoshi will slide down this hill like a little green boogie. Just make sure you watch out for spikes and enemies and all that junk on the way down



Do the same thing while Yoshi is standing on this musical ball and he will roll across a xylophone, playing a little tune and creating magical musical notes that he can then climb up



Rock your GBA back and forth while Yoshi's on the wrecking ball to smash those blocks to pieces. It's fun until you're doing it for the fortieth time

Before you know it, you'll wonder if you're just playing old stages. The designers apparently ran out of ideas after the first set of levels and so they just repeat old areas and goals again and again. They just get a little harder each time. There are a couple of Bowser boss fights, but it's doubtful you'll even be awake by that point. You'll be sleepwalking through the game.

To extend the gameplay value, each level has a certain goal that you have to achieve in order to get a medal. You might need to collect 40 coins before you leave, or kill 10 enemies. This is awful if you don't get it the first time around. Because if you think the levels are crappy the first time around, they're that much worse the second (or, God forbid, third).

We know Yoshi likes to turn into things that aren't a dinosaur. In this game he will sometimes transform into a boat or a bouncing ball. But none of these sections

have any gameplay either. There's no challenge and no puzzles. You're just going through the motions, tilting when you have to and wondering when the fun's going to start. Hint: it never does.

Also, you'll soon start to notice that the graphics are ugly.

We're not bashing 2D here.

Heaven forbid. We love a good hand-drawn game.

But this is not. Yoshi's levels are made up of the nastiest pre-rendered CG images that we've ever seen. *Donkey Kong Country* looks like a GameCube title next to this nastiness.

Listen, Nintendo. We love you.

We love you more than a group of grown men should love a Japanese corporate entity. We didn't write these things to hurt you. We just need to make it clear that this game is a blemish on your wonderful history. You need to drop *Artoon* like a hot potato and make a game that lives up to the brilliance of *Yoshi's Island*. We know it's possible. Never, ever do this again.



Nintendo®

OFFICIAL MAG SAYS...

GRAPHICS 4

Ugly pre-rendered sprites and repetitive levels. Contrast with the 10/10 splendour of *Yoshi's Island* on the Super NES and GBA.

SOUND 5

The music is unremarkable and the Yoshi sounds are nothing new. Contrast with the TUNES OF JUSTICE in *Yoshi's Island*...

INNOVATION 3

Great concept, but awful execution. The levels are short and you'll bore of them quickly. We weren't expecting this.

VALUE 3

It's not very long, but you won't even make it to the end before boredom suffocates you with a green pillow.

MARIOS AND WARIOS

IT IS, BY A STRICT DICTIONARY DEFINITION, INNOVATIVE.

THE LEVELS ARE COMPOSED OF TRAGICALLY BRIEF MINI-SECTIONS.

IT GETS REPETITIVE ALL TOO QUICKLY. THERE'S JUST NO VARIETY.

PRE-RENDERED GRAPHICS, BY AND LARGE, LOOK LIKE ASS.

WITH ONLY THREE POSITIONS, THE TILT SENSOR IS WASTED.

GRAVITY-CONTROL GAMEPLAY IS NOT REALLY INTUITIVE IN THE FIRST PLACE.

THE VERDICT

What the Jesus happened here? We're stunned this got past quality control. Nintendo, make a real Yoshi platformer that we'll love. **Chris Kohler.**

Nintendo®
OFFICIAL MAGAZINE UK
JUDGEMENT

42%



GAME INFO

Out: **NOW!**
Price: **£39.99**
Players: **1**
Publisher: **UBISOFT**



Tom Clancy's Ghost Recon 2

The first war game about elite soldiers designed to be played **BY** elite soldiers.

➤ Mission one: infiltrate the enemy base and destroy the radio mast. Sounds easy enough. Let's just leg it over to that clump of tre... **BLAM.** What? Oh. Dead. Let's stay low and near the rocks this time. Going better. Wonder what's around that corn... **KERSPLAT. GIVE US A BREAK!**

That's pretty much how *Ghost Recon 2* starts, with no gentle introduction and little time to familiarise yourself with the controls. The moment your team enters the war zone you're hit by a solid wall of gameplay that cracks open your skull like a high-velocity sniper bullet. The fact is if you're not prepared to invest time and patience in *GR2*, you'd best go check out *TimeSplitters Future*

Perfect now. But persevere through the initial difficulty barrier and it's, well, much like the first one, only far better looking.

Leading a team of specialised Ghost soldiers, you run, scuttle and crawl (mostly the latter, if you want to survive) through enemy-infested jungles, infiltrate high-security bases and sneak silently past patrols. Ordering the others in your squad is a simple process of deciding where you want them to

go and what you want them to do when they get there. That's pretty much it. But, like you, they don't like the taste of bullets much, so don't go directing them into an ambush unless you want to see blood-'n'-guts-fireworks faster than you can say "who goes there?"

Luckily your crew are pretty smart, so they'll react cleverly to different situations and even save your sorry ass. Shame the terrorists you're fighting are just as bright,

often pinning down your team while out flanking you. Then they bring in the tanks.

It's hard to the point where squeezing your nads with pliers becomes a more attractive option than playing through the same level for the zillionth time. But it's still fun and extremely satisfying when you do finally progress to the next even-harder-than-the-hardest-nails-ever mission. Like we said, you've got to persevere.



■ Pinned down for 18 hours, this guard finally stopped fighting to eat a sandwich. Then we threw a grenade in his mouth. War is hilarious

■ Get in there, you old women



■ Okay, they've got heavy tanks, but you've got a flimsy wall of sandbags. Result

Nintendo®

OFFICIAL MAG SAYS...



GRAPHICS

8

Gorgeous graphics, but look at them too long and you'll end up a bullet magnet.



SOUND

7

Big, meaty explosions and... what's that 'ffff' noise? Oh, it's a sniper on the roof.



GAMEPLAY

8

It's hard even if you headbutt walls for fun, but still strangely enjoyable.



VALUE

8

It'll take you weeks to wade through the one-player. If you've got the patience.

THE VERDICT

[Alex Simmons] Like a deep-fried Mars bar, *Ghost Recon 2* is difficult to stomach at first, but actually satisfying in the end.



Nintendo®
OFFICIAL MAGAZINE
JUDGEMENT

83%

GAME INFO

Out: **NOW!**
Price: **£39.99**
Players: **1-4**
Publisher: **ELECTRONIC ARTS**



FIFA Street

For people who would happily get a Nike swoosh tattoo across most of their face.

What the hell does "easy my selector!" mean? Whoever had the smart idea to let 'MC' Harvey from So Solid Crew loose on this needs a new Yellow Pages. One without the 'Good Rappers' page torn out. Let's not forget: this man was **SO GOOD AT RAPPING** that he's famous for being in a TV show where celebrities did track and field events. "Crack open the Bolly, that was a wicked volley!" If this is the competition, Dizzee Rascal must really be cacking himself.

EA couldn't have made the voice-over any more awful if it had hired Vanilla Ice. It's so cringe worthy it physically weakens you. It's like Kryptonite.

Maybe it's deliberate though: to disable your perception so that you don't realise you're playing a piece of code that's all flash and no game.

The animation is excellent. World football ninjas like Ronaldinho flick the ball around in ways that are fascinating to watch. Well, fascinating for two minutes each week in the 'Showboat' segment of Soccer AM on Sky, perhaps. Of course, this being an EA game you're forced to do hundreds of silly trick combos. Then you can do an unsaveable **GAMEBREAKER** shot at goal. Last time we

checked, that sort of thing was called 'cheating'. Interesting fact: half of the letters in the word 'lame' are E and A.

The whole thing is on rails and that's not how a sports game should behave, no matter how "in your face" it's trying to be. Throw a dummy and your opponent automatically stumbles as if dazed so you can glide past him. Everything's so scripted you can't just flick **B** to tap in an easy rebound. Players take so long to stumble and react it feels like you're issuing your commands by text message. And the reception

isn't very good in the concrete jungles and sunshine-soaked samba slums you're playing in.

Something we **DID** like was the radar system for aiming shots to different parts of the goal. And some of the tricks and flicks inspired us to try new things when actually playing football. Thing is, when we hit the post outside there was no voice over saying "Don't get uptight! You'll hit the upright!" There was just a bunch of our mates pointing, jeering and calling us a 'gaylord'. That's what real street football is like and somehow we prefer it.



■ If Germany are ahead on skill, take your game back to the shops – it's clearly broken



■ When the ball went in after only 17 step-overs, everyone felt a bit cheated



■ It's like some kind of chav ballet

Nintendo®

OFFICIAL MAG SAYS...

GRAPHICS 8

The way the players move and strike the ball owns any previous FIFA game.

SOUND -9

I've never felt older or whiter. The Dizzee Rascal track stops it getting a minus ten.

GAMEPLAY 6

Despite the 'freestyle' appearance, familiar patterns of play soon emerge.

VALUE 6

Play long enough and you may unlock more comedy teeth for Ronaldinho. Maybe.

THE VERDICT

[Dean Scott] It's alright in multiplayer, but the over-egged urban stuff makes us want to puke. If you like being told what's cool, buy it.

Nintendo®
OFFICIAL MAGAZINE UK
JUDGEMENT

63%



■ Ridiculed all his life, the big-boned Kebab sought revenge



■ Landing a solid blow is as satisfying as actually punching someone. And less painful



■ We spent ages dodging those lasers



Fight Night Round 2

GAME INFO

Out: **NOW!**
 Price: **£39.99**
 Players: **1-2**
 Publisher: **ELECTRONIC ARTS**

➤ When you think about it, boxing is pretty stupid. A couple of flat-nosed retards knocking the brains out of each other? That's not sport, that's Friday night outside the pub.

Ha! Got you! We don't actually think that, it was a cunning ruse to get you off guard – a sucker

Get your guard up – we're going in for another round with EA's undisputed boxing champion.

punch, if you will. And here's our knockout blow: *Fight Night Round 2* has taught us that the noble art of knocking seven shades of snot out of another bloke isn't stupid. It's actually an extremely complex and strategic sport.

No, honestly. The reason for this is *Round 2*'s Total Punch Control. Introduced in the original *Fight Night*, twisting movements on the C-Stick create

jabs, hooks and uppercuts. Holding the right shoulder button blocks and holding the left lets you duck and dive like a Cockney stereotype. It sounds complicated, but it's not.

More importantly, Total Punch Control is better than bacon. It turns video game boxing from brain-damaged button bashing to something more like a game of chess. A game of chess where

your opponent sometimes gets up and wallops you in the gob with his bishop, mind.

So that's good, but it *was* in the first game, too. The list of genuine new features in *Round 2* is about as big as a punch bag's brain. This is *THE LAW* for EA Sports games. Still, all the hottest new boxers in the ring make licensed digital appearances alongside legends like Muhammed Ali, there's a

Getting stronger all the time!

Undisputed championships don't just come too lazy lard asses – you gotta train!

■ If you're going to rise through the ranks of knuckleheads and brain-mashed meat heads, to claim a nice shiny belt you're going

to have to put serious hours in at the gym. And we don't mean five minutes on the cross-trainer before you get in the solarium.

There are only three mini-games to jab your way through, but working hard has some cool effects on your fighter's physique.



Heavy Bag: Use fists. Hit bag. Do it again. It's not exactly rocket science, is it?



Combo Dummy: Like Simon SAYS, except you get to punch Simon repeatedly in the face



Weight Lifting: Drag the stack with rhythmic pushes of the analogue sticks. Feel the burn!



Love Muscle: Get a good score and you'll bulk up instantly. If only real life was like this...



■ To escape detection these two wrote love letters on the back of their gloves



“EA has fine-tuned the analogue fighting system to absolute perfection.”

handful of real-life boxing meccas like Caesar's Palace, and plenty of licensed unlockables to, um, unlock. But new features? Hmm...

Well, there is the new Haymaker system. This lets you wind up your punches a little bit more than usual and unleash them with extra hot sauce on your glove. It's pretty simple – all you do is rotate the C-stick a little bit back and then follow through on your punch as normal – but it feels, looks and sounds amazing when you land one – KERRACK! It also adds another layer of strategy. Letting a Haymaker loose at the right time can turn a fight, but busting one out at the wrong time leaves you open for a gumshield-melting counter blow.

The other new feature is actually pretty lame. Between rounds you get the option to 'control' your Cutman, the dude with the crappy job of stuffing the leaky insides of your face back in. This important task actually entails... moving the analogue stick back and forward a bit. It's not exactly fun, but the awesome skin damage system means at least you get a close look at some truly gruesome facial mash-ups.

The Career mode has been tweaked slightly with the addition of amateur rankings, but it's still a progression of increasingly difficult fights on your way to the top. There is plenty of variety between fights, though. One minute you'll be facing a 20-stone bruiser with wrecking balls for fists. The next you'll be chasing shadows against a nippy little urchin.



It forces you to vary your tactics and learn different styles of fighting.

Not much else is new, apart from one little thing: the legendary *Super Punch-Out* Super NES game from 1994 is included. This little baby is as old-skool as a public swimming bath. Total Punch Control gives way to fast-fingered button mashing, Mario's the ref and you're a diddy wee squirt called Little Mac. If you haven't played this slice of Nintendo gaming history, shame on you. But you can make it up. It's also yet another reason for you to be glad you're a 'Cube owner, because the PS2 and Xbox versions don't get this. In your face, boys!

At the end of the day we don't really care that there aren't too many big new additions – the original never made it to GameCube over here. In fact, you could easily miss the most important additions in *Round 2* because they're so subtle. EA has fine-tuned the analogue fighting system to absolute perfection. You feel totally in control of your boxer's offence and defence, while heavy hits or crashing combos feel deliciously meaty. It's so natural that you feel genuinely connected to your fighter's movements, like you're playing a real sport with your twitching analogue sticks.

Fight Night Round 2's knockout blow is the fact that it proves that boxing isn't stupid. It's a complicated and strategic showdown that's both action-packed and hard-hitting. Let's just keep our fingers crossed for *Fight Night: Chucking Out Time at The Red Lion* for next year, eh?

Nintendo®

OFFICIAL MAG SAYS...



GRAPHICS

9

The presentation is heavyweight and the blood-spraying facial damage system will rock your world.



SOUND

8

Thumping hip-hop beats, crushing blows and the KRACKING of face-bones will make your eyes water.



GAMEPLAY

9

Cool and surprisingly clever, plus it makes us lick our lips a lot, which we think is a good thing.



VALUE

8

Different fighting styles and plenty of unlockables keep it fresh. In two-player mode it's even better.

MARIOS AND WARIOS



MAKE MINCEMEAT OF PEOPLE'S FACES – WHILE ALSO USING YOUR NOGGIN.



IT'S THE BEST BOXING GAME SINCE *KNOCKOUT KINGS* ON THE N64.



IT'S A QUALITY BEAT-'EM-UP THAT DOESN'T REQUIRE BUTTON-BASHING.



YOU'LL GET LITTLE MAC FREE AND NO-ONE ELSE WILL.

CAREER MODE MIGHT NOT SUSTAIN YOUR LONG-TERM INTEREST.



IF WE'D HAD THE ORIGINAL, THIS WOULD MERELY BE A SLIGHT UPDATE.



THE VERDICT

[Alex Simmons] SMACK! That's the sound of *Fight Night Round 2* lamping you in the nose with a thundering gameplay punch. It'll rock your block off.



Nintendo®
OFFICIAL MAGAZINE UK
JUDGEMENT

88%



GAME INFO

Out: **NOW!**
Price: **£39.99**
Players: **1-4**
Publisher: **KONAMI**



TMNT 2: Battle Nexus

The best bit of this is 15 years old. **TURTLE POWER!**

Once upon a time, there was a Turtles arcade machine that was the absolute nuts. All of the 20-something males on *NOM* have fond memories of it. Feeding it quids like it was starving to death, then racing to slap one of the four start buttons so you wouldn't have to end up playing Donatello. You just hammered the buttons, smacked people, and went away shaking with excitement.

That was ten minutes of fun, more than ten years ago. The new GameCube *Turtles* game actually includes that game as a hidden bonus. Unfortunately, you have to play the crappy new game to get to it.

The idea was clearly to transpose that exciting, arcade gameplay into a new game with polygons and cel-shading. Problem is, you can get away with being brainless in the arcades because nobody plays those games for hours. So what you have here is button-bashing action viewed from a skewed top down perspective. A perspective that makes the platform jumping sections so frustrating you might hit the next real turtle you see with a hammer.

In single player, it's pretty rubbish. A flick of **Z** switches between turtles.

They're not always with you like in *X-Men Legends*, they're hiding. In Michaelangelo's ass, we reckon. You need to use Raphael to push blocks and Leonardo to slash pipes open. It's a lonely experience and the combat controls aren't too clever. It lacks finesse, but at least the enemies do their bit by acting like complete idiots – sometimes standing calmly with their back turned as you dash up to them with something sharp.

It's obviously designed to be played in four player and might be worth renting if you intend to do that. You might be able

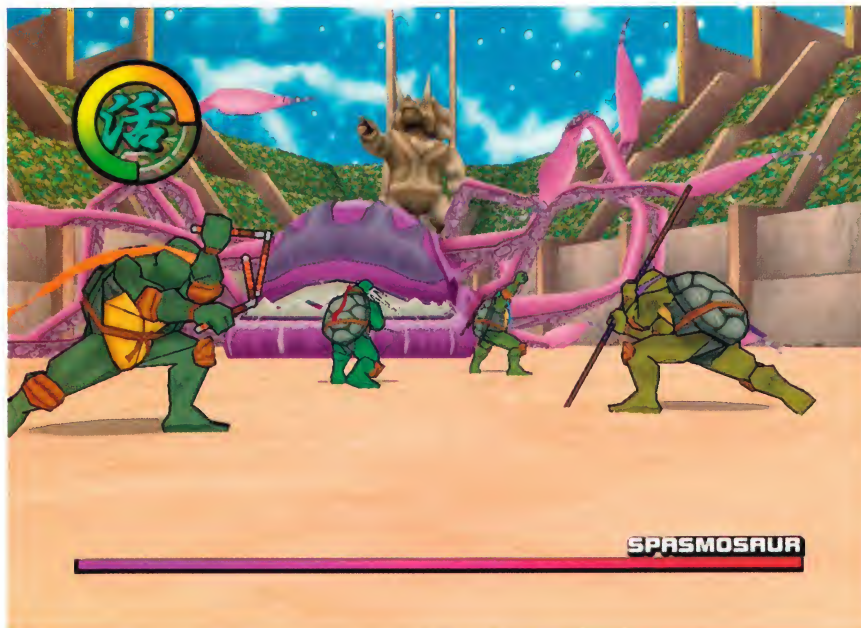
to overlook the general clumsy repetitiveness when it's your mate jumping terminally into a chasm. Again.

Why does something as easy as picking up a box have to be such a ball-ache? Why can't you rotate the camera so you can see the guy who's pinging arrows at you from off the screen? Why are the vehicle stages so amazingly turd? Why doesn't April show up in a bikini at any point? Hey, at least they managed to get a lot of cartoon in there. The game comes on TWO discs, meaning all the FMV you can handle. COWABUNGA!



■ Time Team Turtles: the original arcade game is back and twice as good as its 'Cube offspring

■ Watching mates fall off is fun



■ Spasmosaur!? You can't just make up a blobby pink thing and call it whatever you want

Nintendo®

OFFICIAL MAG SAYS...

GRAPHICS **7**
Cel-shading is used pretty stylishly throughout. The FMV is a bit grainy though.

SOUND **5**
The new turtles tune is RUBBISH. The old one ruled, by the way.

GAMEPLAY **5**
Tap buttons, get annoyed by the camera, wonder why it requires no actual skill.

VALUE **4**
You'll play for as long as it takes to unlock the classic arcade bonus game.

THE VERDICT

[Dean Scott] One-player is a depressing waste of time. But four player is tolerable long enough to unlock the classic arcade game.

Nintendo®
OFFICIAL MAGAZINE UK
JUDGEMENT

52%

GAME INFO

Out: **NOW!**

Price: **£39.99**

Players: **1-2**

Publisher: **ATARI**



► Don't be fooled by the orange suit. Goku isn't some peace-loving Hare Krishna who's signed up for everything but the haircut. He's a violent chap. Stick him in a two-player fight and he'll happily batter his son all around the screen. We've had some arguments with our dads, but it's never resulted in a six-hit air combo and then us getting fireballed through a wall.

While Goten drags his broken cartoon body off to a phonebox to call Childline, wonder with us why they didn't just make a sprite-based fighting game. This may be cel-shaded, but it looks nothing like a cartoon. The gameplay is 2D, so why not just

Dragon Ball Z: Budokai 2

“鏡斤俱溪!” Translation: this isn't very good.

draw Kid Trunks and company as high-res sprites? Big ones? Make it like *Street Fighter*, but flashy as hell and running at a fraction under the speed of light. That would have been ace, which gives away the fact that we think this isn't.

The main single player mode, Dragon World, feels like a mistake. You select a pair of fighters and from then on it's a board game (!?). You move around the map one step at a time and try to uncover the

Dragon Ball before the opposing team of two. Some areas are guarded by these little Brussel sprout alien guys that you'd have to be missing a few fingers to lose a fight to.

Victory earns you bizarre new special attacks like 'Viral Heart Attack' to take into brawls with your proper rivals. Kick one of them in three times and they are out of it. But balance your violence with exploration or you'll be up Crap Creek when the Dragon Ball appears and you're

out of striking distance. It's fascinating because it's garbage.

The actual scrapping is fairly infantile. Combos are basic, meaning younger *DBZ* fans will be able to get into it quickly. The whole fighting-in-the-air deal is pretty cool and it's satisfying as hell when you wallop someone so hard they fly off the screen *Smash Bros.*-style, clattering through rocks before coming to a broken halt. Ah yes, *Super Smash Bros. Melee*. That absolutely CANES this. In fact, let's play that instead...



■ We all know you'd have to be a child or seriously stupid to find this exciting



■ That's Goku. It's not Yu-Gi. We're sure of that because Yu-Gi wears an orange... hang on...

■ Lasers have no place in a fair fight

Nintendo®

OFFICIAL MAG SAYS...

GRAPHICS 6

There's nothing wrong with cel-shading, but this looks nothing like a cartoon.

SOUND 5

The soundtrack to the weak Dragon World mode is pretty funky. The rest is rubbish.

INNOVATION 6

Easy to get into, but lacks the combo-lexity and responsiveness of a classic fighter.

VALUE 4

How much mileage can you get out of the child abuse match-up of Goku versus Goten?

THE VERDICT

[Deen Scott] 'Cube needs a *Virtua Fighter 4* conversion to break *SSBM* and *Soul Calibur II*'s fighting game head lock. We can dream...

Nintendo®
OFFICIAL MAGAZINE
JUDGEMENT

62%



■ "You've forgotten forgetting"?! Give us a break



The light within the darkness. You've lost sight of it, Sora. You've forgotten forgetting.



■ The destructive power of cards is unleashed. Woool!



■ Some might call it a 'Keyblade' – we prefer 'Spiky metal death club'

Kingdom Hearts: Chain of Memories

Play your cards right in this mix of action and role playing.

GAME INFO

Out: **MAY 6TH**

Price: **£29.99**

Players: **1**

Publisher: **SQUARE ENIX**



➤ No-one would argue that in reality, cards can be dead useful. Poker cards are perfect for fleeing granny out of her pension, romantic cards get you off the hook with your girlfriend after you forgot to lavish her with birthday gifts.

Handy then, but nothing compared with the myriad uses found for them in *Kingdom Hearts: Chain of Memories*. In this strange action-RPG world that sees Disney heroes rub saucily up against characters from Square's *Final Fantasy* series, cards are über powerful. They open doors, let you battle the Heartless creatures roaming the land and even generate entire new regions of the game world. In fact, we'd be surprised if main hero Sora even

takes a dump without shuffling his deck first.

Weirdly, the *Chain of Memories* story takes place entirely in Sora's head. Upon discovering Castle Oblivion immediately after beating the events of the gang's first game (on PS2, for the uninitiated), Sora and co have their memories messed up. Their quest is to find and regroup with their friends, regain and re-order their memories and then get the hell out. To do so, you must guide Sora and his cuddly pals around the labyrinth of twisted and jumbled memories of Sora's previous adventure. And this being a Disney game, you'll also be subjected to some sickly sweet life lessons about cherishing the memories of the people you love. Shame there's no card in the game to summon a sick bag out of the air.

As you'd expect from a game with the odd premise of roaming around inside Sora's spiky haired bonce, the way you make progress

is pretty unique. Each of the cards you amass by adventuring and battling has innate abilities and mysterious powers of its own. When used to unlock a door, the card's stats have an effect on the layout and even the Heartless that appear as you step into the next room. Some cards create (or "synthesise" as *Chain of Memories* puts it) rooms with sleepy or weak

Heartless, while others synthesise rooms with bonus items and treasure chests to raid.

As a result of this crazy creating of rooms, no two journeys through the same dungeon are identical. This of course keeps the action fresh when you inevitably have to replay through previously cleared areas to snaffle extra cards, but it also means that the



■ Sora didn't know what to say when told to "take his freaks and go"

"It plays like nothing else on GBA. But is that a good thing?"

Floppy pocket rocket

How you handle your deck says a lot about you.

Chain of Memories gives you loads of potential power in your pocket with hundreds of different cards to seek out. The trouble is, actually getting to grips with their powers can take hours, leaving you wincing at the thought of another card while the trick of synthesising rooms relies more on luck than skill.

Organising your deck in battle can be a total nightmare for the slow of thumb and learning the subtleties of the Card Break move – pre-empting an enemy's card attack with a more powerful card of your own – is as frustrating as learning ancient Greek from a Japanese teacher while blindfolded and gagged.



Card Break moves devastate the enemy, as well as your feeble brain



Locked doors have stats, too. Match them to your unlocking card

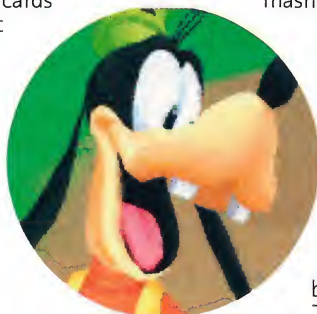


Cartoon Baghdad was no less dangerous

random dungeons themselves are much simpler than in traditional RPGs. There are no puzzles to speak of in the game, outside of the head-scratching required to master your deck, that is.

Equally out there is the game's approach to combat. Again, cards lie at the heart of battle, but Chain of Memories is a far cry from the brain-busting moves of Yu-Gi-Oh!. Sora is free to move around the battle screens as in an action game, but battle is governed by your cards, as shown in the bottom left corner of the screen.

The majority of these cards cause a single strike with Sora's Keyblade, but others summon one of your rescued Disney buddies to unleash cartoon spell hell upon the Heartless. Cards can be combined to store energy for combos and they can also heal you. You can cycle through the cards at will, presumably to employ different strategies.



Combat can be fun, but it's also sloppy, with an uneasy mix of turn-based and action-adventure ideas. Worse yet, while the game chucks an impressive number of enemies at you, it results in a horrible bunching of baddies, leaving you blindly mashing the attack button.

Criticisms aside, there is enjoyment to be found in Chain of Memories. The production values are stellar throughout and the marriage of the two entertainment powerhouses is irresistible. The dialogue is mostly witty and snappy, even if it does get a bit preachy sometimes.

There's also nothing that plays quite like it on GBA. Whether that's a good thing depends on your willingness to experiment with the hundreds of different cards, learning their effects and implementing them in battle and on the map screen. Our advice is to try it first, to see if you want to show it your credit card, or the red card.

Nintendo®

OFFICIAL MAG SAYS...



GRAPHICS

8

Pleasing visuals and instantly recognisable heroes, but not as spectacular as you might expect from Disney and Square.



SOUND

7

The plinky plonk tunes are annoying after a few seconds, but the battle effects are chunky and funky.



GAMEPLAY

7

Random dungeons and off-kilter combat won't appeal to everyone. But it's still an engaging adventure.



VALUE

6

New modes are unlocked once the main quest is busted. Whether you'll want to bother is another matter.

MARIOS AND WARIOS



THE WORLDS OF DISNEY AND SQUARE COLLIDE IN AN UNFORGETTABLE WAY.



THE DIALOGUE IS GREAT WHEN IT'S NOT BEING TOO PREACHY.



IF YOU'RE AFTER SOMETHING A BIT UNUSUAL THIS FITS THE BILL.



NO TWO GAMES ARE THE SAME, SO THERE'S QUITE A BIT OF VARIETY.

CARD BATTLING... HMM... WILL IT EVER REPLACE A GOOD WHACK OF A?



IT DOESN'T SEEM TO KNOW WHETHER IT'S AN RPG OR AN ACTION GAME.



THE VERDICT

It's fun but flawed, the charm of Disney and Square papering over most of the gameplay cracks. We'll be sticking to Zelda though. **Darren Fox**

Nintendo®
OFFICIAL MAGAZINE UK
JUDGEMENT

72%

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Retro Atari Classics

GAME INFO

Out: **NOW!**
Price: **£29.99**
Players: **1-4 (MULTI)**
Publisher: **ATARI**



➤ Dragging up the complicated history of man is not a good idea. Most people wouldn't jump at the chance of seeing the Black Death back. Hangings and lads in tights? Don't think so. So, you've got to ask yourself, why did Atari think it was a good idea to resurrect a load of ancient games?

The gimmick of a 'cool' graffiti make-over is pointless. It adds nothing, apart from changing a few of the sprites and you could easily play through each of the ten games without ever having to glance at the updated versions.

If you could touch one game from arcade history, which would it be? What? That one?! Eurgh...

The games have had a control make-over, too, utilising the touch screen. In games like *Missile Command* this works well. Tapping where you want to shoot is totally intuitive, as is controlling your spaceship in *Tempest*.

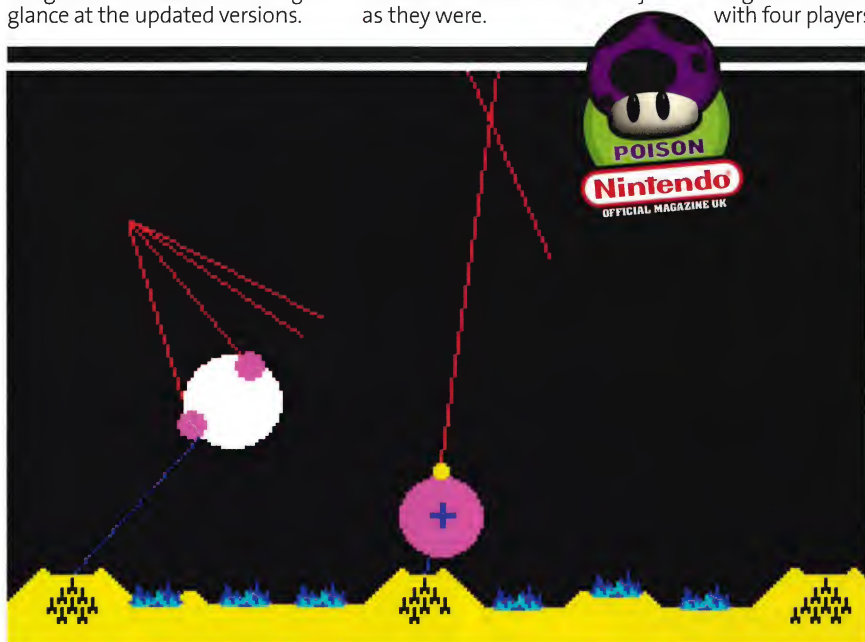
Unfortunately trying to control the steering wheel in *Sprint* is unwieldy and, as much as we tried, we crashed every two seconds. In other games the touch screen control just seems pointless. *Pong* doesn't require a touch screen – it could just be played with two buttons. Likewise, *Breakout*'s controls were fine just as they were.

The games themselves are also a mixed bag. We'd say that *Asteroids*, *Lunar Lander* and *Missile Command* could easily be called classics, but we're not sure the others deserve this acclaim. Yes, *Sprint* or *Warlords* could be called classic in the sense that they're old, but they're not necessarily classic in the sense that they're any good.

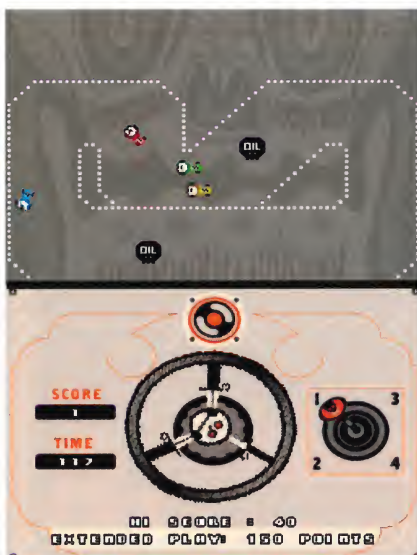
But if you do find a few retro heads who share your passion for the past, then you'll all fancy a quick multiplayer blast on *Pong* or *Warlords*. You'd expect that because the DS is able to play single-cart *Mario 64* multiplayer with four players and 3D graphics,

that a simple multiplayer game of *Pong* would pose no problem. You'd be wrong. To play any of the multiplayer games you need two or more copies of the game. It's astounding that you need two copies to play a game that only features white lines and a dot.

This game relies on your misty eyed recollections of the past. If you dream about being able to play *Gravitar* all over again, you might want to pick this up. But would you honestly want to pay 30 sheets for a game that you'd play a few times, then remember it wasn't as great as you'd thought? We doubt it.



■ Tap where you want to fire. Perfect. But this is as good as the retro love-in gets



Nintendo® OFFICIAL MAG SAYS...

GRAPHICS 4
Even the updated ones look little better than what you'd expect on a ZX Spectrum.

SOUND 3
Plink. Plonk. Plink. Plonk. Plink. Pow. Pow. Pow. Plonk. Plonk. Plonk. Plonk.

INNOVATION 5
Well done for using the touch screen, but was it really necessary?

VALUE 4
It depends how much you like retro games, but we tired of it all pretty quickly.

THE VERDICT

Rob The updated versions are a wasted opportunity and the multi-cart multiplayer is almost criminal. If you're obsessed with the past watch some Time Team, don't buy this.

**Nintendo®
OFFICIAL MAGAZINE UK
JUDGEMENT**

33%

Where some games

Yu Yu Hakusho

Out: NOW!
Price: £29.99
Players: 1
Publisher: ATARI



Hands up who's heard of a sweet game called *Final Fantasy Tactics Advance*? Hands up who wants to play a very similar looking game that lacks any fun and depth of *FFTA*? We hope no-one's got their hand up.

This is the latest addition to a seemingly never-ending armada of games based on popular Japanese manga and anime. It features a kid called Yusuke who enters some kind of spirit world. Cue lots of excuses to fight boring demons.

Just like *Tactics*, you take it in turns to move about the isometric environment before engaging with enemies. Each character has different attacks which can be used either close-up or from range. Unlike *Tactics*, there's no real skill involved and the difficulty level is only just above 'press button a few times to win battle'.

There are only ten characters to play as and, although they can level-up and learn different moves, it never really feels that in-depth. Where's the ability to change their class or even equip new weapons? What's wrong with the world when you can't give someone a new sword for crying out loud?



Nintendo
OFFICIAL MAGAZINE UK
JUDGEMENT

46%

Robots

Out: NOW!
Price: £39.99
Players: 1-2
Publisher: VIVENDI



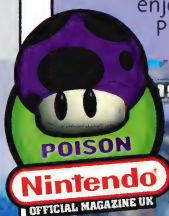
Dear Fun, it's the *NOM* boys here. We're a little bit concerned about the job you're doing these days. We remember a time when you were always around. You were there when we got all 120 Stars on *Mario 64* and our first barrel roll in *Star Wing*. Good times...

We reckon you don't care as much anymore. When we were playing *Robots*, we expected you to be there with all manner of crazy mechanical men and mad-cap inventions. It sounded like the kind of game you'd want to be involved in.

You've clearly not bothered giving your time here though. It's pretty obvious because instead of your usual jovial shenanigans there's just a boring collect-'em-up with a dodgy camera.

This is happening more and more. Your presence was sorely missed in games like *Lemony Snicket*, *Spyro* and anything based on a movie. It's not good enough. You should be giving 110% rather than turning up now and again to add a bit of enjoyment to the odd mini-game.

Please Fun, let's be mates again.



Nintendo
OFFICIAL MAGAZINE UK
JUDGEMENT

38%

Duel Masters: Showdown

Out: NOW!
Price: £39.99
Players: 1-2
Publisher: ATARI



Have you spent hours watching the series or splashed buckets of cash on boosting your decks. If the answer's yes, then read on. If not, don't even bother – *Duel Masters* is definitely not for you.

Love them or hate them, card-based battling games are obscenely popular. *Duel Masters* adds little to the usual formula, but will no doubt be snapped up by card-heads. *Showdown* is a digital version of the real-life game, with equally bizarre rules and monsters.

There's a tutorial at the start, but it's confusing to say the least, meaning and battles often become guesswork as you stumble along.

Obviously for those already clued-up on the intricacies of *Duel Masters* will pick this up and start blasting through. And although they really need little incentive to buy this, the prospect of duelling with 300 cards will please them. Ultimately our score's almost irrelevant. If you hate *Duel Masters* then stick with us, but if you love it then you can just ignore every single thing we've said.



Nintendo
OFFICIAL MAGAZINE UK
JUDGEMENT

52%

go to die in peace...

Tak 2: The Staff of Dreams

Out: **NOW!**
Price: **£39.99**
Players: **1-2**
Publisher: **THQ**



➤ After playing *Robots*, we weren't looking forward to another platformer aimed at toddlers, but, just like the original, *Tak 2* shocked the socks off our feet by actually being half decent.

You're (still) Tak, a little fella who's part of a jungle tribe. As with most platform stars, he's armed with the customary assortment of moves including double jumps, a boomerang to lob and some close-combat attacks. But what distinguishes this from the average is that at least it's fun to play.

For starters, there are lots of different challenges on offer, from platforming to puzzle set-pieces and a rapid ride which reminded us of *Toobin'*. Tak picks up new abilities as he goes and, unlike some games, these aren't ham-fisted attempts to cover all angles. They feel like a natural progression.

It's not all good though. The camera is as bad as the original and there's a lot of slowdown. There's enough here to please youngsters. For everyone else, it's too little challenge to bother with.



Yu-Gi-Oh! Day of the Duelist

Out: **NOW!**
Price: **£29.99**
Players: **1-2**
Publisher: **KONAMI**



➤ Two card-battling GBA games in one month?! Are we being punished for something?

Perhaps we could use the same words as for *Duel Masters*, just exchanging "level four Beast Hamster" for "Dungeon Dwelling Shrew King", or something.

The latest *Yu-Gi-Oh!* does nothing for those new to the series because it throws you right in at the deep end with no tutorial. Obviously *Yu-Gi-Oh!* fans will jump straight in and start battling before you can say "Yu-Gi-Oh! Day of the Duelist: World Championship Tournament 2005". That's the full name. At least its one claim to fame could be the longest-ever title.

Apart from that mouthful it's pretty much business as usual in the world of spiky hair and magic playing cards. Obviously, there are new cards to use, featuring all manner of recognisable monsters/characters from the TV series.

Admittedly it's probably the most in-depth *Yu-Gi-Oh!* game ever and will keep fans of the series happy. But, for those new to it all, this is just as impenetrable as it's always been.



Neighbours from Hell

Out: **NOW!**
Price: **£19.99**
Players: **1**
Publisher: **JOWOOD**



➤ Have you ever seen *You've Been Framed* and thought "this would be a good idea for a game"? No – it would be rubbish.

But *NfH* is just that. A childish bunch of gags strung together with very basic gameplay. It goes like this: a guy is annoyed with his neighbours and punishes them with hilarious japes. That's basically the whole game.

This means you have to sneak around your neighbour's house booby trapping stuff like the toilet, photo albums and pianos, using items from around the house. Each time something goes hilariously wrong – like the neighbour kicking a bowling ball instead of a football – you score a point.

The entire game is that premise stretched over different locations, but each level just requires you to perform more pranks. In some ways it reminds us of the classic *Spy Vs Spy* games, but without the fun addition of big hats, pointy faces and playability. If you're intrigued then just rent it, see a couple of the jokes, and never speak of it again.



Nintendo
OFFICIAL MAGAZINE UK
JUDGEMENT

74%

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52%

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JUDGEMENT

48%

PROFESSOR E. GADD'S Guides



THIS MONTH: *Resident Evil 4* (part 1)

WE TAKE YOU THROUGH THE FIRST THREE CHILLING CHAPTERS

CHAPTER 1-1



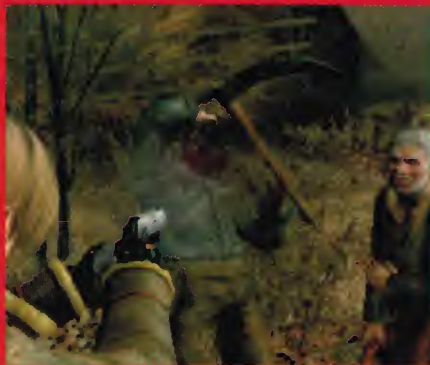
▲ Head straight down the path and shoot the crows on the way. They should drop some cash or ammo for you to collect. Always look out for crows to kill.



▲ Enter the cottage to trigger a cut-scene. When the villager goes berserk, shoot him in the knee and slash him with your knife. This saves precious ammo.



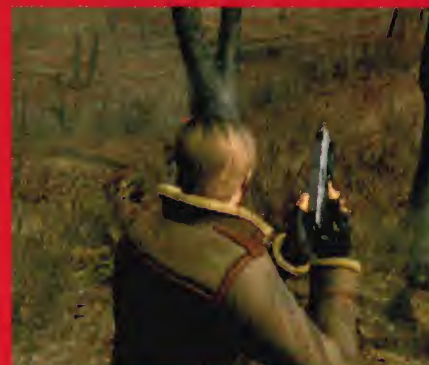
▲ After you kill the villager more of them will arrive. Check the house for pick-ups – mainly ammo – then run upstairs. Now jump out of the window.



▲ When you jump down, you'll be surrounded by villagers. This time just shoot them until they're dead, rather than slashing them with your knife. If they get too close just kick them back.



▲ Head left, down the path and take out the rogue villager – you can either slash him to death or just shoot him. When you see a wolf in a trap, free it by moving closer and pressing A.



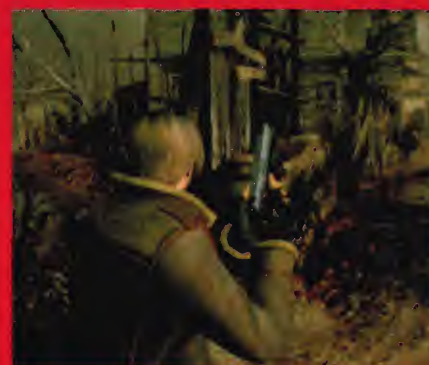
▲ After freeing the wolf, continue down the path but watch out for dynamite traps, you can normally spot them because of a wire between two trees. Shoot them from a distance and they'll explode.



▲ Make sure you check all shacks like this because they often contain ammo, which is essential later in the game. To open the boxes inside, just use your knife.

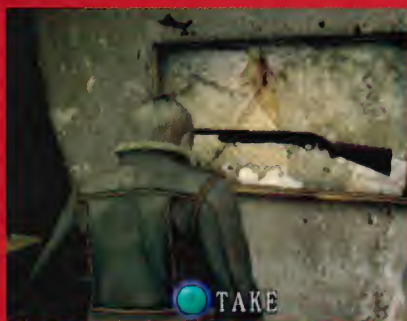


▲ Head across the bridge. When you see the shack, make sure you kill the dude inside before entering. Once again check any boxes for ammo or health.

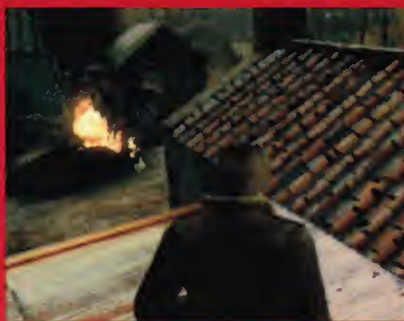


▲ You're about to enter the village. Whatever you do don't head straight in. Instead, take the path to the left. Kill the woman and enter the house on the right.

THE VILLAGE



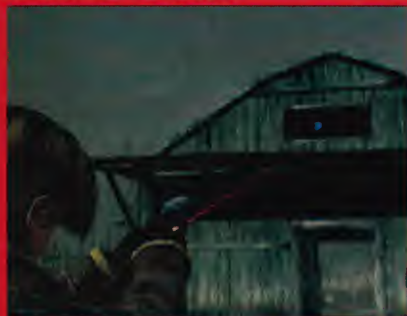
▲ Collect any items then run into the building next door, shooting everyone inside. Go upstairs and grab the shotgun. Remember to pick up any items in the room, too.



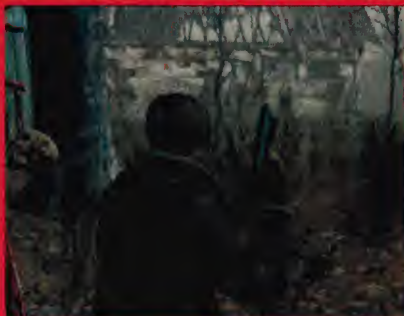
▲ Things will get really hectic. Try and stay up high while picking off villagers on the ground below. Eventually the bell will toll and the villagers will walk away. Now head north towards the farm.



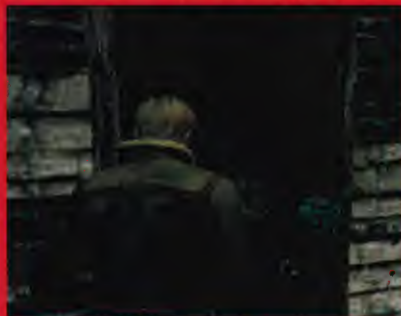
▲ After entering the farmyard, take out any villagers who are busy working. It should be pretty easy because they don't notice you. Make sure you read the blue notice on the tree.



▲ The blue notice tells you about the medallions you must shoot to gain new weapons. They're pretty easy to spot, so take your time to look around the farm and destroy any you see. Head north.

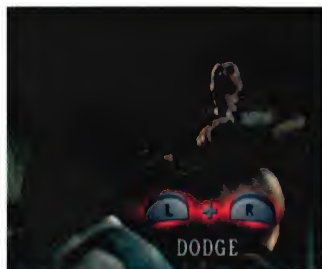


▲ After the boulder cut-scene, watch out for villagers armed with sticks of dynamite. Try and shoot their legs from a distance. Keep doing this until the dynamite explodes.



▲ The door of a nearby house is locked. Slash it with your knife to save ammo. Check the room for items and save. Open the banging cupboard and prepare for a cut-scene.

CHAPTER 1-2



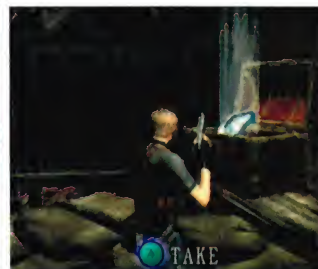
▲ Another cut-scene will begin, but this time make sure you're prepared to dodge when the dude with an axe barges in to slice you up.



▲ Speak to the merchant and buy the sniper rifle, but not the scope. Upgrade any guns if you've got the money and buy the treasure map.



▲ Now use the sniper rifle to pick off villagers, starting with the ones furthest away. Only go for headshots, otherwise they'll hunt you down.



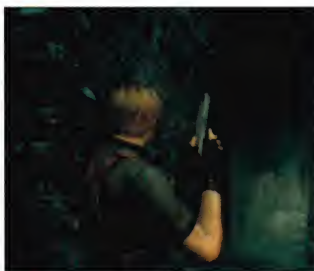
▲ Leave the safety of the gate and find the two emblem halves. One is to your right, up the hill. The other is on a roof near the exit.



▲ Use the two emblem pieces on the large gate and leave this area. Make sure you've collected any items scattered about before leaving.



▲ Head through the grey doors and into the mine. Be careful of villagers with dynamite, try and shoot the explosives in their hands to kill them faster.

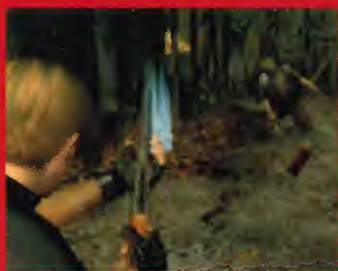


▲ Go through the mine and out into the open air. Continue down a dark path towards the house, making sure you take out any traps along the way.



▲ You'll come to a locked door. Rotate the green section until it matches the emblems around the edge. Search the bookcase to find the Insignia Key.

CHAPTER 1-3



▲ Search for items, then leave. Outside is a chainsaw wielding dude. Shoot him in the legs, then the face.



▲ Down the path, try to pick off a few attacking villagers with the sniper rifle before using your handgun at close range.

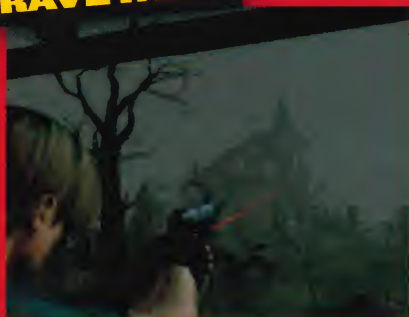


▲ Head through the village, checking houses for items. Go to the church door and use the Insignia Key to open it.



▲ In the chapel, shoot the red lamp to collect a spinel, but mind the flames. In the tunnel you'll meet the merchant again.

GRAVEYARD



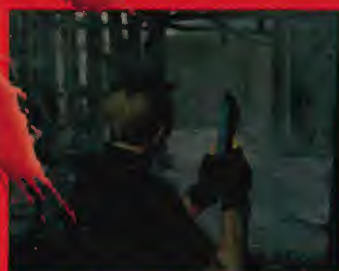
▲ You'll arrive in a graveyard. Shoot the birds for cash, but watch out for villagers from your right. Make sure you also shoot any blue medallions you see and head toward the church, shooting three villagers on the way.



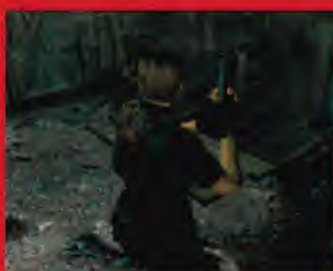
▲ Go round the back of the church. There are crazies here, so watch out. Head towards the puzzle podium and press 3 seven times, 4 five times and 3 again to get a green cat's eye – it's worth serious cash.



▲ Go back to the front of the church and head left down a path made of wooden bridges. Kill any villagers you see on the way and shoot all the blue medallions you can find, there are two under the bridges, so look carefully.



▲ You'll come to an area with loads of crows. Lob a grenade near them and then collect all the items they drop.



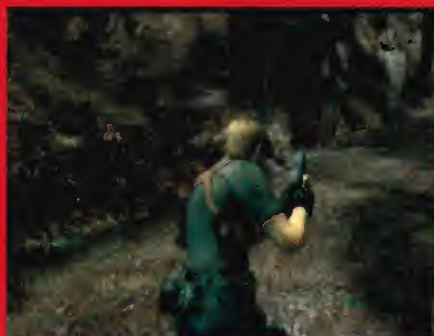
▲ Enter the door on your right. You can save your game in here and there's also a merchant to buy stuff from.



▲ Leave this area and take the door on your right. Be prepared for another boulder cut-scene as you walk along.



▲ Next there are loads of villagers and traps. Try to lure the nutters into the traps or snipe them from a distance.



▲ Make your way towards the lake, ensuring you check any huts along the way. Try and grab some health as you go because you're going to need it later.

BOSS: Del Lago



◀ This boss is tough. Ensure you steer your boat out of the path of Del Lago. So, whenever it dives into the water, immediately steer as far left or right as you can. If you do get knocked out of the boat, hammer **A** like mad to swim back, otherwise you'll get eaten.

Finally when you get the chance to fight back, aim the harpoon directly at him before firing. It's going to take about 15 decent shots to kill him, so prepare for a potentially long haul.

CHAPTER 2-1



▲ Here you'll meet a new type of villager who has Los Plagas. Even after you shoot their heads off, a monster could pop out. Use the shotgun and aim for the head. A flash grenade will also kill them instantly.



▲ Make your way across the river by jumping between the ledges. You'll reach a rope. Before sliding down the rope, try and snipe the lone villager below, then slide down in safety.



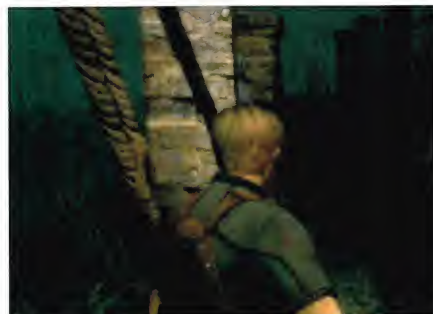
▲ To make progress here, you're going to have to drop the crates into the water to create a bridge. Just shoot the chain to send the box into the rushing water.



▲ Once you've made a bridge you can reach the tower containing the lever to stop the waterfall. Triggering this will unleash some villagers. Shoot them as they try and jump across the crates.



▲ Once they're dead, look for a couple of spinels then enter the newly opened cave. Inside will be the Round Insignia. Collect it then go through the door. Finally, use the boat to find a save point. Now head out.



▲ After beating El Gigante, make sure you save your game again. Go back along the path made of bridges, but watch your back when you get near the church because you'll be attacked by killer wolves.



▲ Now you can enter the church using the Round Insignia. Once inside the building take time to look around for any useful items scattered about before climbing up the ladder to the one above.



▲ Using the chandelier, swing to the other side. You'll find a small puzzle console, which is used to rotate three coloured panels. Rotate the red one twice, the green one three times and the blue one once.



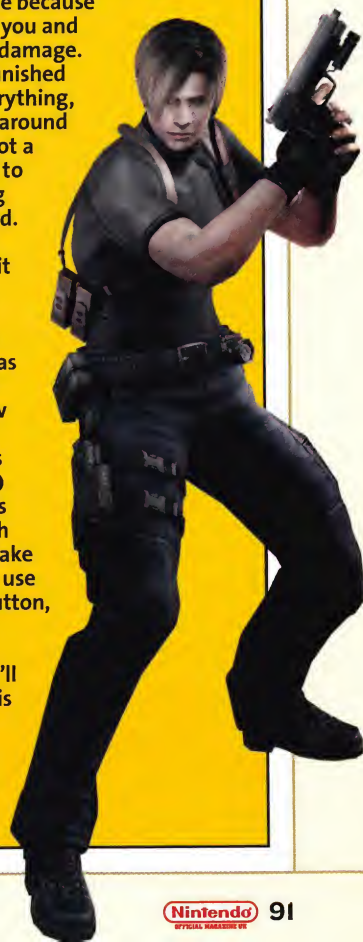
▲ This will open up a couple of gates. Run round to the right side and enter the door. Inside you'll find the president's daughter, Ashley. Now return to the ground floor with her in tow.

BOSS: El Gigante



▲ Run around and collect all the herbs and ammo dotted about in huts and on the logs. Try and avoid going near El Gigante because he'll just grab you and cause serious damage. Once you've finished collecting everything, keep running around until you've got a clear distance to start pumping him full of lead. Try using the TMP because it fires quicker.

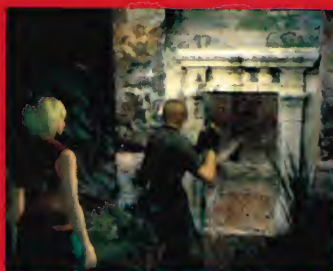
Keep shooting him until the Plagas on his back is revealed. Now run towards him and press either **A** or **B** to jump on his back and slash the Plagas. Make sure you only use the correct button, otherwise El Gigante will grab you. You'll have to do this about three times to kill his sorry grey ass.



CHAPTER 2-2



▲ Make Ashley wait by the church while you kill the swarm of villagers. Shoot the flammable barrels on the cart to take a few out, then mop up the rest.



▲ Head down the path towards the exit. You'll meet up with the merchant again. By now you should have ten blue medallions, so swap them for the Punisher.



▲ Go back to the centre of the village. Once you're outside the chapel, make Ashley stay up in the tower, so she's not in trouble while you dispatch the villagers.



▲ Watch out for traps on your way to the farm. Once there, hide Ashley in the dumpster and slay the villagers. Next go northeast and Ashley will unlock a gate.

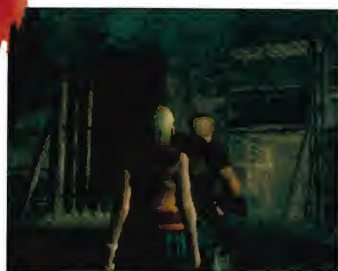
HOUSE OF DANGER



◀ After a cut-scene Ashley and Leon will run towards a house. Luis's waiting inside and the three of them will end up barricaded inside while villagers attack from all sides. This bit's seriously tough. First of all make yourself some time by blocking all the windows with bookcases. Grab any items and ammo lying about.

When the villagers start coming through, back yourself into a corner so that they can't sneak up on you, then start shooting – preferably with the shotgun. Don't worry about Luis – he's invincible, unless you shoot him too much – then it's Game Over. Eventually Luis will run upstairs where you have to fend off villagers coming up the stairs and through windows. Finally the church bell will toll and the fight will end.

CHAPTER 2-3



▲ To leave this area you'll need one of two exits. The right leads back to El Gigante. The left goes to an area packed with villagers. We recommend the left path.



▲ As soon as you enter, look for the dumpster and make Ashley hide in there. You'll find a couple of dumpsters dotted around here, so use them wisely.



▲ Make your way to a pit-like area. As soon as you enter the location, two women with chainsaws will emerge, along with a bunch of villagers.



▲ Hang around the upper walkway, or you'll get sliced up. Take the chainsaw women out with grenades or the shotgun. One will drop a key.



▲ Call Ashley and drop into the pit. Use the key to exit. You'll be attacked again, so make sure Ashley hides in the dumpster.



▲ Next you'll find the merchant and a house with a save point. Save here 'cos you don't want to fight the chainsaw ladies again.



▲ Head up the path to a locked door. Ignore that and go right to the top. Ensure you have a full clip and jump on a ski lift.



▲ On the lift you'll be attacked from the side. Use your handgun to repel the villagers and keep 'em peeled for incoming attacks.



▲ Leave Ashley at the top and head for the cave. Be careful 'cos one villager has explosives. Grab some treasure in the tunnel.



▲ Collect Ashley and go down the stairs to the merchant. Next, head to the storage shed in front and reload your weapons.



▲ After the boss, go back up the lifts. Don't worry about getting attacked – this time there's no-one there. Use the eye on the locked door you passed earlier.



▲ Once through, have your sniper rifle ready to take out a truck driver. Shoot him and dodge backwards. Now make your way to the castle.



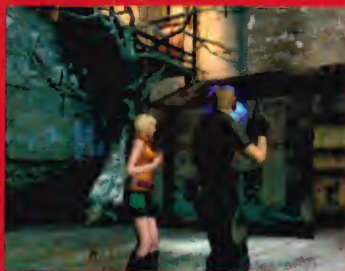
BOSS: MENDEZ

▲ Dodge his attack during the cut-scene, otherwise it's Game Over. Mendez has two different forms and the first should pose no problem. Run from one end to the other, then turn and shoot with the handgun – save your shotgun ammo for later. The first form is slow so you can avoid his attacks. Watch for attacks when you climb the ladder because he can still reach you.

After a while he'll turn into a much quicker form that swings from the rafters. Stand with your back to the ladders and blast Mendez with the shotgun. He'll fall to the floor so carry on shooting him or toss a grenade his way. When the fight's over, grab the false eye and gold.



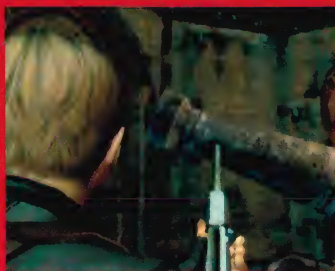
CHAPTER 3-1



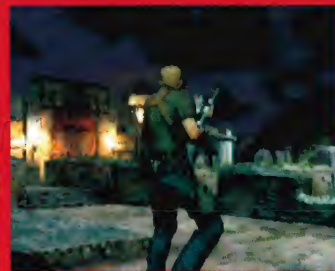
▲ Pick up several items in this area and speak to the merchant. Sell your shotgun and buy the riot gun – it's a castle essential.



▲ Tell Ashley to stay, then snipe two guys on the balcony. Dash left when the catapults fire and hide near a cannon.



▲ Hide Ashley near the cannon while you take out the catapults. To do this, use your sniper rifle to ignite the red barrels near them.

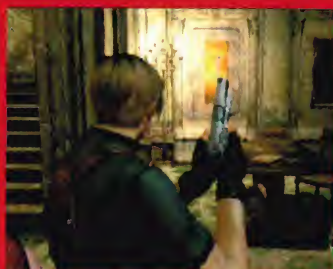


▲ Defend Ashley from the monks and deal with the final catapult by sniping its operator from above the big cannon.

CHAPTER 3-1 (CONTINUED)



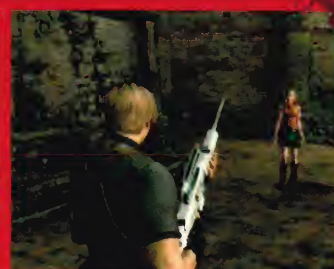
▲ After the catapults, search the area for items then raise the cannon up with the winch. Use it to blow the big doors open, so you can leave this area.



▲ Now you're inside the castle. Grab any items and take the Platinum Sword from the wall. Leave Ashley and head upstairs to kill a few monks.



▲ Grab Ashley and repel more monks with the riot gun. Then replace the Gold Sword with the Platinum one. Do the same with the swords downstairs.



▲ Have Ashley wait at the gate while you deal with more monks. Snipe them as they run through the door. One of them is armed with a crossbow, so watch out.



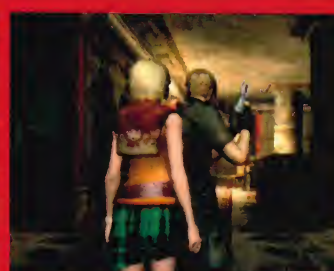
▲ In the next area, shoot the armoured monks' shields, then go for their faces. Grab the key in the chest and shoot the barrel to kill all the monks.



▲ Head back to where you met Luis before and use your new key to open the locked doors. Now you'll be introduced to Ramon Salazar.

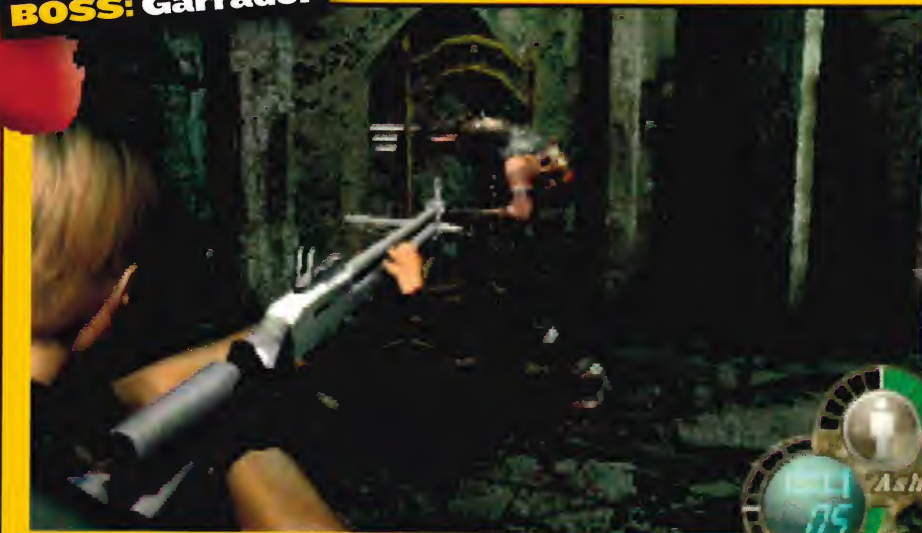


▲ After the cut-scene, go round the room smashing pots with your knife to find lots of useful items. Now save your game and head up the carpeted hallway.



▲ In the next room, go to the pair of flaming statues. You can't make it through yet, so grab the Prison Key from the painting and head back to the last room.

BOSS: Garrador



◀ After entering the prison you'll come across this scary looking dude. Although not strictly a boss, it's useful to know how to deal with him. The main thing to remember is that he's deaf, so don't run around wildly. Instead walk behind and blast his back with the shotgun – this is the only way to kill him.

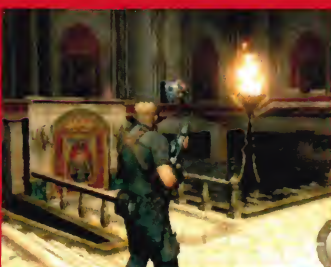
You can also shoot the bells around the room from a safe distance and Garrador will run towards them. You can then shoot him in the back. Next, use the switch in his cell which will shut off the flames.



▲ In the room past the torches, use the riot gun to repel two waves of monks. Then go to the small room at the back.



▲ In the room are two switches. Stand on them to raise a lever in the main room. Take out the monks as they enter.



▲ Take the newly opened path. Have Ashley take care of the two switches on either side. Snipe the monks as they try to take her.



▲ Save your game and take part in some target practice in the room next to the merchant. Head through the door to the left.

CHAPTER 3-2



▲ Ashley will go missing now, so you don't have to worry about her. Equip your shotgun then head down the ladder and into some sewers.



▲ In the sewer you'll meet new monsters that can turn invisible. Try and take them out quickly with the shotgun. It's best to try and knock them to the ground.



▲ Round the corner, two of them are lying in wait. Walk up to the rail and then lob a grenade or two into the pit before they can attack you.



It looks like a drainage valve.

▲ In the next room, two drop from the ceiling and two more lurk in the corridor. Rotate the valve, but keep your eye on the ceiling and any cells you pass.



▲ After the water is drained a new door will be revealed. Head through here and into a room with swinging scythes. Try and keep an eye on their shadows to make your way safely across.



▲ Now you're back in the area near the target practice. If you drop into the ritual, the monks will scatter. But if you snipe them, they'll die and drop loads of cash. The choice is yours.



▲ Now head back up the ladder and swing to the other side from the chandelier. Swing from the next chandelier and use the switch on the other side to open a new door.



▲ In this next area, check around the room for a few items, including a red herb and some much needed ammo. Stock up before moving out.

THE RED MONK



▲ Go through the door and you'll be attacked by monks. There are quite a few so try and be careful. You'll spot a red monk with a key around his neck who keeps running away – you need to catch him. Take out the monks who are around and keep following the red guy as he runs into different areas.



▲ Eventually he'll start using a Gatling gun to shoot at you. Whatever you do, don't try and shoot him from what you think is a safe distance. Get close to him and run around the base until he reloads, now shoot him with your shotgun. Do this a few times to kill him and collect the key.



▲ After collecting the key from the monk's corpse, head back up to where the red monk was when you first entered the original room. The key will open up a new area that contains some ammo and a treasure. Make sure you take the time to collect everything that is lying around.



▲ The room also contains a puzzle, centred around the pictures. To complete it, use the console to turn the paintings in this order: 2, 1, 4 and then 3.



▲ After a cut-scene there'll be another scrap. Run around the room taking out monks. Watch out for those with crossbows and rocket launchers.



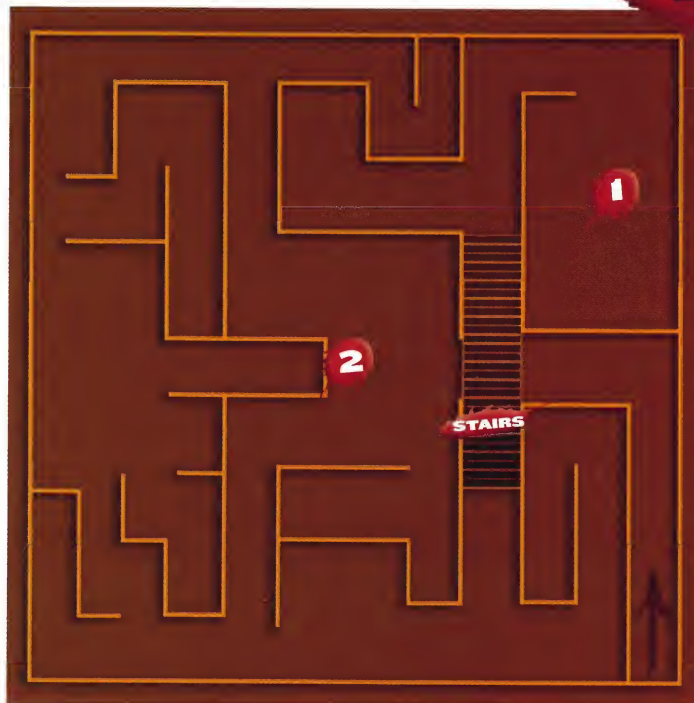
▲ Press the switch near the door to raise a platform with a treasure chest. Trigger another switch under a big vase. In the chest is a key item.



▲ Head towards a fountain with some crows on it. Shoot them to get cash. Continue past the fountain and enter the door on the left.

CHAPTER 3-2 (CONTINUED)

THE GARDEN MAZE



◀ You'll now be in the garden maze. First head straight and go down the second passage on your left. Turn left again and enter the first passage. Walk across the stairs, then head right to grab a Moonstone (1). Head back across the stairs, turn right and go down the second passage.

Carry on until you get to more stairs. Head up and grab a second Moonstone (2). Each time you get a stone, you'll be attacked by wolves – use the riot gun to kill them. Now use the stones on the locked door outside the maze.



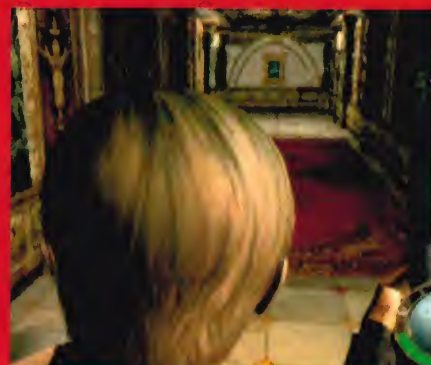
CHAPTER 3-3



▲ After the cut-scene, scout around the new room and take any items that you find there. Make sure you use the typewriter to save your game, then carry on down the long, dark hallway.



▲ At one point the pathway will branch off in two different directions. Left is a dead end. The right path leads to a dining room. Along the right-hand side you'll find a room full of breakable barrels and chests.



▲ Go back into the dining room and ring the bell at the end of the room. The painting will turn around. Use any gun you want to shoot the wine bottle and open up a passageway.



▲ In the next room there's a chest in the middle. Walk towards it and a cage will drop around you. Then to make things worse a Garrador will fall in.



▲ Escape the cage by shooting the lock. Kill the monks then turn on Garrador. If he stays in the cage he's easier to kill. Get a fancy Hourglass from the chest then go on.

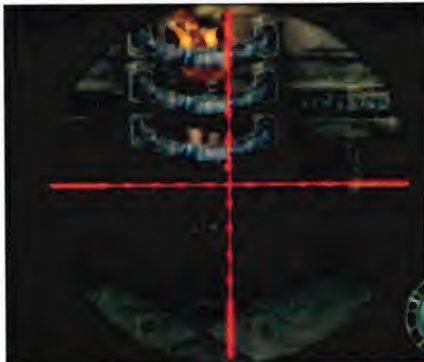


▲ Snipe the monks before descending and use the lever to open a new path. Turn left into a new area. Kill the monks and grab the items. Leave via the raised platform.

CHAPTER 3-4



▲ After the cut-scene, smash all the vases and collect the items. At some point you should hear Ashley shouting for you. Head into the middle of the room to see her.



▲ Use the sniper rifle to free her. Monks will run in to try and kidnap her. Kill them using the rifle and eventually Ashley will run into a new room.



▲ Now you're in control of Ashley. She can't fight and can only lob flammable lanterns at onrushing enemies. It takes three of these lanterns to kill a monk.



▲ Head through the two rooms killing both the monks. If you miss them with a lantern you'll just have to run away. Head through the room and take the door on your right.



▲ In the room with gates, the first switch is in the northwest area. Enter the middle area to collect the Stone Tablet. Press the nearby switch. Go back to the start and push the cabinet to reveal another switch.



▲ Check the puzzle in the middle of the room. Imagine it as a grid, with 1 in the top left corner and 9 in the bottom right. Now press 6, 3, 2, 5, 4, 7, 8, 9, 6, 5, 2, 1, 4, 7, 8, 5, 6 and finally 9.



▲ After completing the puzzle, insert the Stone Tablet to open a new door. Head toward the statue and take the Salazar Family Insignia and the Serpent Ornament.



▲ Unfortunately the statues will come to life, so leg it back through the dark rooms to safety. You'll have to dodge attacks now and again, so be on your guard.



▲ Enter the Butler's room, which you walked past before. Grab the note and then use the Insignia on the lever. This will open up a new area.

NEXT MONTH...

Will Ashley be reunited with Leon? Will they ever make it out of the castle alive? Find out in the concluding part of our massive *Resident Evil 4* walkthrough.





Tips Lab

Tales of Symphonia

Here's how to unlock alternative costumes for the spiky-haired, big-eyed characters in *Tales of Symphonia*. No cheat codes though – you have to graft for these rewards...

ITEM...	HOW TO UNLOCK...
Collette – Mermaid	finish Altamira Child Find quest
Sheena – Queen of the Beach	finish Altamira Child Find quest
Genis – Katz Katz Katz	finish Katz Katz Katz quest
Lloyd – Pirate	agree to Alfreed's quest
Presea – Klonoa	talk to George in Altamira
Zelos – Mask	walk to Zelos' house

Gadd's Quick Tip

To unlock reverse Time Attack courses in *Mr. Driller: Drill Spirits*, you need to complete levels A to J.



□ We're yet to find a pair of jeans and a T-shirt

NBA Street V3



□ The more you look at Nowitzki's arms the weirder they get. Did he have a bit part in *Resi 4*?

Here's how to unlock a bunch of slam-dunking basketball legends.

LEGEND...	AMOUNT OF SPS NEEDED...
Connie Hawkins	500 SP
Walt Frazier	1,000 SP
Nate Archibald	1,500 SP
George Gervin	2,000 SP
Isiah Thomas	2,500 SP
Bill Russell	3,000 SP
Kareem Abdul-Jabbar	4,000 SP
Larry Bird	4,000 SP

Gadd's Quick Tip

To get a cowgirl costume for the girl in *Project Rub*, complete the game on the Hard difficulty level.

NFL Street 2

Go to the Cheat Menu in Options to enter these codes and unlock new teams. There isn't a code for making them play rugby though. We checked. A lot.

CODE...	TEAM...
NNOFRCTH	NFC East All-Stars
NNAS66784	NFC North All-Stars
SNOFUCTH	NFC South All-Stars
ENASFSCT	NFC West All-Stars
EAASFSCT	AFC East All-Stars
NAOFRCTH	AFC North All-Stars



□ Even a flying saucer couldn't stop the game

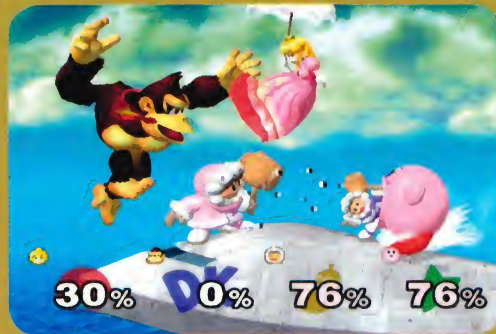
NOM Superstar Tip



Unlocking all the different characters in *Super Smash Bros. Melee* can sometimes be a real headache even for a brain like mine. Doing all the different events or completing the entire game can take an age.

Luckily though, if you've got a few friends who like to play Versus games, or even if you enjoy playing versus matches against the computer, you can unlock new characters.

To get Dr. Mario, play 100. For Falco, play 300. To get Marth, play 400. For Young Link, play 500. To unlock Ganondorf, play 600. For Mewtwo, play 700. To get Luigi, play 800. For Roy, play 900 and finally to get Mr. Game & Watch play 1,000 matches.



□ *SSBM* might just be the best value game on 'Cube.



Street Racing Syndicate

Enter **0**, **0**, **0** and **0** on the Menu Screen to bring up a cheat menu and then enter the following codes for a wealth of cool secret items and new motors.

Gadd's Quick Tip
To unlock a movie in *Metroid Prime Hunters* on DS, tap the discoloured pixel on the Title Screen.



□ You need Pac-Man music playing while you race. No discussion

CODE...	EFFECT...
SICKJZA	1996 Toyota Supra RZ
GOTPOPO	cop car in Arcade mode
FIXITUP	Free car repair
GORETRO	Pac-Man music
RENISES	RX8 in Arcade mode
SICKGDB	Subaru S202 Sti
IGOTGST	1999 Mitsubishi Eclipse GS-T

The Prof's Problems

Yabbo yabbo. Each month you can ask me all about your gaming problems.



Q. Prof, how do I unlock Wario in *Super Mario 64 DS*?

Wasda X, via email

Make sure you have unlocked Luigi then go to the mirror room on the first floor of the castle. Collect a flower from one of the posts to turn invisible. Now walk through the mirror and into the door on the other side. The key to Wario's room will be inside.



Q. Prof, I'd like to know how to unlock the original *Return of the Jedi* arcade game in *Star Wars Rogue Squadron III: Rebel Strike*. I've looked everywhere for a code, but I just can't find one.

Mark Hogg, Derbyshire

Ah, this is an easy one, Mark. Go to the password screen and enter the code **!ATHIRD GAME?YES** to unlock the *Return of the Jedi* game.



Heki hekil Want me to help you out? Then send a letter to The Prof's Problems at the usual address. Or email rob.burman@emap.com

Because I'm busy making new gadgets, like the Poltergust 5000, I will only be able to reply to those questions used in the magazine.

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Backyard Baseball	Metroid Prime 2: Echoes	Sonic Heroes
Bad Boys: 2 Miami T'down	Need for Speed: Undergr.	Spider-Man
Billy Hatcher and Giant Egg	Need for Speed: Undergr. 2	Star Wars: Jedi Knight 2
Buck Bumble	Paper Mario: 1000 Yr Door	Super Mario 64 DS
Crash Bandicoot Fusion	PictoChat	Super Mario Sunshine
Die Hard: Vendetta	Ping Pals	Super Smash Br. Melee
Donkey Konga	Pokemon Blue	Tales of Symphonia
Enter the Matrix	Pokemon Colosseum	Terminator 3 Redempt
Eternal Darkness	Pokemon Fire Red	The Return of the King
Game & Watch Gallery 4	Pokemon Gold	Time Splitters 2
Goldeneye	Pokemon Leaf Green	Tony Hawk's 4
Goldeneye: Rogue Agent	Pokemon Red	Trials of Four Towers
GT Advance: Championship	Pokemon Ruby	Urbz: Sims in City
H. Potter & Pris. of Azkaban	Pokemon Sapphire	Viewtiful Joe 2
Harvest Moon 2: Wand. Life	Pokemon Silver	Wario Ware: Twist
Harvest Moon: Fof M. Town	Prince of Persia: War. Within	Yu-Gi-Oh! 7 Tr. to Glory
Hitman 2: Silent Assassin	Project Rub	Yu-Gi-Oh! Fal. Kingdom
Incredibles	Res. Evil: Code Veronica X	Yu-Gi-Oh! Sacred Cards
James Bond 007: Nightfire	Resident Evil	Yu-Gi-Oh! World C.T.04
James Pond: Robocod	Resident Evil 4	Yu-Gi-Oh! R. of Destr.
Luigi's Mansion	Resident Evil Zero	Zelda: Four Swords Adv.
Mario 64	Second Sight	Zelda: Majora's Mask
Mario Kart: Double Dash	Serious Sam Next Encounter	Zelda: Ocarina of Time
Mario Party 6	Simpsons: Hit & Run	Zelda: The Minish Cap
Mario Power Tennis	Sims	Zelda: The Wind Waker
Mario Sunshine	Sims: Bustlin' Out	Plus Many More...

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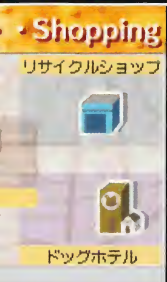
We Can't Wait for These...

We Can't Wait



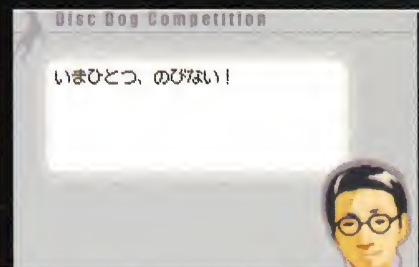
For These...

**BRAND
NEW DS
SHOTS!**



NINTENDOGS

If you haven't already guessed, we're pretty excited about *Nintendogs*. It may look camper than a row of tents, but underneath the virtual pet stylings lurks a wicked looking game that's amazingly playable. But now our love for this curious title has been multiplied by three. That's because come April, when the game is released in Japan, there'll be three different versions released, each with its own set of five virtual dogs – *Dachshund*, *Chihuahua* and *Shiba*. We'll go hands-on in a couple of issues, but for now go dewy eyed over these pics of pups. Come on, you know you want the little sausage dog, don't try and lie to yourself. They'll have to open up a virtual dog's home for the pug though, no-one's going to want that ugly blighter.



《 Again

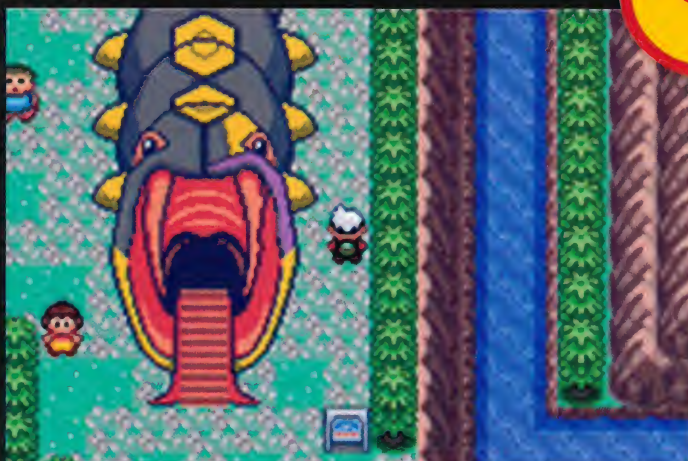
POKÉMON EMERALD

Feast your Trainer's Eyes on these first-ever English-language shots of the latest in the awesome *Pokémon* franchise. The UK launch is expected later in the year, complete with the mighty Rayquaza snarling its serpent head off.

As soon as *Emerald* arrives on these shores, *NOM* will be first to tell you all about it, from the brand-new team battles right through to the wicked looking Battle Frontier.



GBA

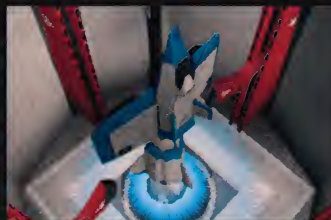


DS



SPACE INVADERS REVOLUTION

Stop anyone in the street – even little old ladies – and they'll recognise a screenshot from the original *Space Invaders*. Many will recount hours spent in sweaty arcades pumping coins into the slot and the misery of melting under an alien death ray. Well, now *Space Invaders* coming to rule your DS. The traditional game will be presented in all its glory, but there will also be new modes, including puzzle elements and a globe-trotting marathon challenge. We're more intrigued than excited, and we'll the review next issue.





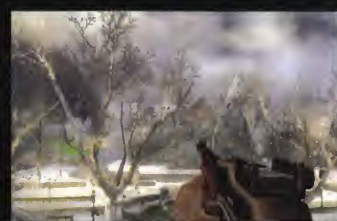
NANOSTRAY

Who in the world doesn't like a blast on a hard-as-nails-soaked-in-concrete space shoot-'em-up? We've spent countless hours ducking between bullets on *Ikaruga* or dodging to an inevitable death on *Chaos Field*. *Nanostray*, from the makers of *Iridion*, has got us salivating already. The mix of 2D and 3D graphics makes us want to marry our DS and have its digital babies. We can't get hold of this soon enough, it looks awesome.



MEDAL OF HONOR: EUROPEAN ASSAULT

You guys must enjoy war because games featuring gritty realism, ancient guns, tanks and bad English accents are heading this way on an almost monthly basis. It's like some kind of digital invasion. This new *Medal of Honor* will see you pitting your wits against the Nazis as they wreak havoc across Europe. So expect lots of intense shoot-outs and the chance to play the hero as you attempt to stop Hitler's forces.



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WIN! WIN! WIN!

Thanks to the ultra-nice guys and girls at Capcom, this month we've got four, yes FOUR, copies of the Superstar-winning *Viewtiful Joe 2* to give away to the cream of Quill's bulging postbag. The Star letter wins a 'Cube, too. How sweet is THAT?!



>> Take me to E3!

I would love nothing more than to go to the massive E3 show in Los Angeles this May. If I could blag some tickets I would be like: "AHH, THIS IS TOO COOL!". All those new games in ONE ROOM. Just thinking about it makes me burst with excitement. C'mon lads, GIMME A TICKET! *Sam Hickman, Kent*
Sorry, Sam. It's a trade-only event. That means it's not open to the public. Get a spiky hairdo and wear some stilts and maybe you'll get in as Tim. We'll do our best to bring the show to you in these pages. It'll cost us thousands of pounds to go, but you'll see it all in NOM for under four quid.

>> Naruto rules

After seeing your Big in Japan review of *Naruto: Gekitou*

Ninja Taisen! 3, I decided to search for episodes of the Japanese animé. I have seen 122 episodes so far and it's the best cartoon I've ever watched. Why the hell aren't they being shown on TV in the UK? The games look totally awesome, too. I need to go to Japan, I tells ya'.

Mai-ling L, Welling

We've got good news for you: Cartoon Network has bought the rights to the *Naruto* animé, which means we could be seeing it on UK screens this summer on Toonami. There's no word about the games yet but if the cartoon makes it big over here, we could, see the games, too.

>> Evil by name, evil by nature

Resident Evil 4 is easily the scariest game ever. I told my five-year-old brother (who hadn't seen *RE4* before) it was a happy cartoon game and handed him the pad right before the fight with El Gigante. When the giant jumped out my brother screamed and started crying. HA HA! It was so funny.

Adam West, Cumbria
Heh. Nice one. Hak likes scaring off little kids on Halloween with his monster-length back hair. He's like a grizzly bear. And Tim paints himself red and stomps around like Yashin, Doshin the Giant's evil alter-ego.



>> Super stylus skills

Am I the only one who plays *Super Mario 64 DS* with the stylus? The eight-way D-Pad isn't enough for me and I'm not into the thumb strap. But when I'm playing, all my mates look at me like I've got Birdo's lips. Each to their own – that's what I say.

Lindsay Ross, Sussex

Good luck to you. We weren't fans of the stylus control. Rob raced through *SM64 DS* with the D-Pad, and Mike is all about the thumb strap. Although Mike knows *SM64* so well he's practically got the digital code tattooed on the inside of his eyelids.

>> Metroid maniac

I've just finished *Metroid Prime 2*. As I watched the credits roll I realised – that must have been the best gaming experience I ever had. Actually, that's the first

Metroid game I've played. Now I NEED more. I'm not even sure how many *Metroid* games there are. Do I need to get them all?

Jeff Umipig, Stratford
Not really. *Metroid* and *Metroid II* (on NES and classic Game Boy) are a bit dated. Get the first *Prime* on GameCube NOW. You'll love it. If you've got a Super NES, *Super Metroid* is just as good as the GameCube

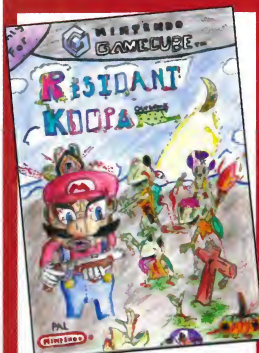


>> Super Mario DS-appointment

I really hope *Super Mario Bros. DS* doesn't disappoint fans. It's the first new handheld Mario game we've had in donkeys years. I'm with Dean Scott in the *Super Mario World*-lovers club – it's my religion. I hope *SMB DS* can live up to it. *Robert Thurgood, Perth*
We expect to see a lot more of *Super Mario Bros. DS* at E3 this May. Nintendo hasn't shown much so far, but it could be really cool. As long as Mario's control is as precise as in *Super Mario World* and the levels are as much a test of raw skill, it will rule our lives.

GAME or LAME?

Get your crazy cap on and dream up an awesome new game. Draw the box for it with master skills and you'll see it here. Simple...



Resident Koopa

by Sam Ayling, Dorking

● WHAT'S IT ABOUT?

All the Koopas, Goombas and Boos Mario has killed are coming back to life!

● WHO'S IN IT?

You can play as Mario, Luigi, Yoshi, Wario or Waluigi.

● OUR FAVOURITE IDEA?

It's a Mario game with a sinister twist and he's got a shotgun – nice touch.

● NOM RECKONS... GAME!

Mario as a gun-toting psychopath? We like it. But it'll never happen outside of Sam Ayling's twisted brain-mess.

Mario's clearly in the mood to tear King Boo a new asshole

Foxhunting 2005

by Phillip Purcell, Lancashire

● WHAT'S IT ABOUT?

It's been banned in real life so why not kill foxes on GameCube instead?

● WHO'S IN IT?

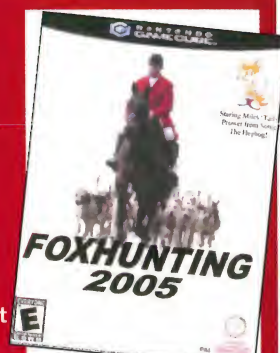
Blokes in stupid clothes, horses, dogs and Tails as a bonus hunttable animal.

● OUR LEAST FAVOURITE IDEA?

All of it. Even taking snaps of your hunt using the GBA sounds pretty dull.

● NOM RECKONS... LAME!

It made us laugh, but we reckon riding about in fields and forests for AGES would make a crap game.



Coming soon: *Poke Lions in a Cage at the Zoo 2005*

Has Ninty gone soft?

STAR LETTER

I know it sounds weird, but I enjoy games most when they keep me stuck for weeks. It's

the challenge that I love and the sense of achievement. But Nintendo games seem to be getting easier. Think – *A Link to the Past*, *Ocarina of Time* and *Majora's Mask* were solid. *Wind Waker* is sissy stuff. The same comparison can be made of *Super Mario Kart* (tough) and *Double Dash* (soft). I hope the fairly low difficulty of Nintendo's current titles isn't a sign of things to come.

Anthony Spencer, Forest Gate

A good point well made, Anthony. Although, you must also consider, if you've been playing Nintendo games since the Super NES days, your gaming skills will have improved loads over the years. Newer games can seem easier than older ones because you're now a button-bashing BOSS.



games. *Metroid Fusion* and *Metroid: Zero Mission* on GBA aren't far behind. Enjoy.

>> King of the Drill

I can't believe I've missed out on Mr. Driller all my life. I just got Mr. Driller on DS and now me and that little pink fella are like brothers. Where I go, he goes. I can't put him down. The Earth isn't made of multicoloured disappearing blocks, but if it was I'd dig myself to Australia. In one life. Christopher Hayes, via email

Mr. Driller has been around for years. Let Christopher's letter be a message to all those out there who haven't embraced the driller of love. He's a king and his DS quest is the boss of them all.



>> Don't touch me

I'm going to drop a bomb all over your letters pages now – I'm not into this touch stuff. Or at least, none of the games at the moment convince me that touch-screen gaming is the future. Don't get me wrong, I love the DS's dual screen, 3D action. I just keep the stylus holstered. Neil Burr, Staffs

Give it time, dude. The first wave of games show us what the technology is capable of. Now developers can really push it to its limits. *Yoshi Touch & Go* wouldn't be possible with buttons and it's great fun. There'll be loads more like this. You'll see.

>> DS = Dumb School (teacher)

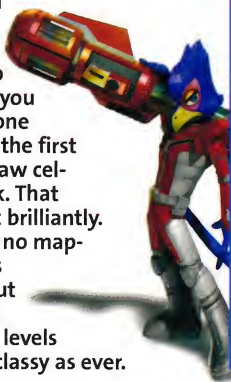
I took my DS to school to show all my mates how super-cool it is. But within seconds of me getting it out, my teacher confiscated it for the day. Cow. She said it distracts everyone and if I ever bring it in again, she'll take it away forever. How moody is that? George Fletcher, Manchester

Woah. We'd keep your DS safely at home if we were you. We couldn't imagine what we'd do if we lost our DSs. Probably run around naked, screaming and battering ourselves with a foam bat. AH, AH, AHHH!

>> Star shocks

I respect Nintendo's determination to innovate, but sometimes I wish it'd stick to the classic formulas. For example: *Star Wing* was awesome and *Lylat Wars* simply updated the classic formula. I got a copy of *Star Fox Assault* from America and it's SO different and it's not as good as the others. Keith Glass, Seaton

Change can be weird especially when it's to something you love. Everyone went crazy the first time they saw cel-shaded Link. That worked out brilliantly. *Assault* has no map-screen – it's still all about action. And the Arwing levels are just as classy as ever.



Ask the Deku Tree!

Q: My dad looks a lot like Shigeru Miyamoto, but he doesn't make wicked games – he's a chef. You know about destiny and all that stuff. Will he ever be as cool as Shigsy?

Gary Cheng, Romsey

A: I dunno. Give him a piece of paper and tell him to draw a super hero. If he says "no", or tries and it's garbage, then give up hope – he's just a normal dad.

Q: I must be the first person in the country to have lost BOTH of the styluses I got with my DS. I'm using my finger at the moment. Can I get replacements anywhere?

James O'Connell, Dorking

A: Yes. They're sold, well... EVERYWHERE. On the Net and in good games shops. Game (the shop) sells a pack of two for £2.99. Sweet.

Q: Have you ever met Mario? He lives in the Mushroom Kingdom. Top bloke.

Daniel Gorman, Birmingham

A: No I haven't, but I heard about the time when Link smashed Mario's face in, during some *Smash Bros.* tournament or something. Go on Link, my son.

Q: So, when is the limited-edition *Legend of Zelda* DS coming out then? I'm waiting for it.

Duncan Pithers, Hounslow

A: You could be waiting for a while. Nintendo has said nothing about limited-editions of DS yet. I'm trying to persuade them to make a brown Deku Tree Edition DS that's powered by photosynthesis.

Q: I want to get *Donkey Kong: Jungle Beat*, but everywhere I go is selling bongos with the game. I don't want more bongos – I already bought four to play on *Donkey Konga*. Can I get the game without the bongos anywhere?

Vincent Hunkin, via email

A: Unfortunately, the answer is no. The game comes with them no matter what. But they're actually free, so you might as well have a fifth set. Keep them as a spare in case one of your mates batters a pair of your bongos to death.



The daddy of video games



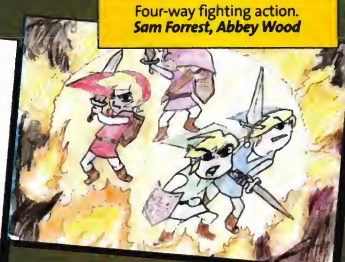


Yoshi's Art!

The pictures you guys send are getting better and better every month. Keep up the fantastic work.*



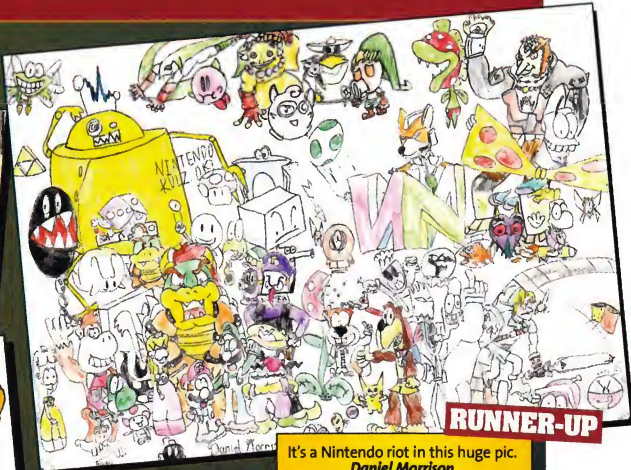
Chris has made his own Zelda villain.
Chris Greaves, Harrogate



Four-way fighting action.
Sam Forrest, Abbey Wood



No-one romances Mario's woman!
Daniel Hadlow, Gravesend



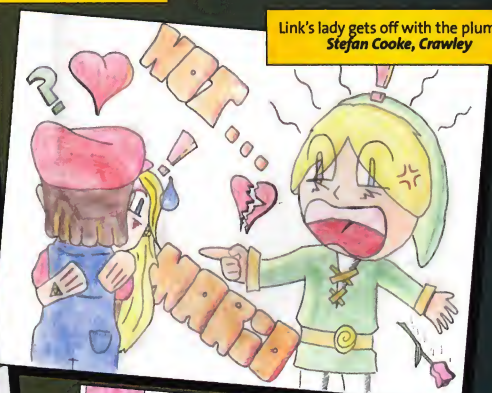
It's a Nintendo riot in this huge pic.
Daniel Morrison



Art skills more legendary than Zelda herself
Joanna Zhou, London



Joe gets Viewtiful all over this paper.
Paul Downes, Worchester



Link's lady gets off with the plumber.
Stefan Cooke, Crawley



Kirby: pink but mean.
Matthew House, Yeovil

Suited and booted

We asked you to design new special power suits for Mario. Here are some of the best efforts. Nice one, guys...



A Shell Suit – the perfect disguise when exploring Bowser's castle.
by Alex Wathen, Dorset



Link Mario, obviously. We knew we had this coming. We could have bet our lives on it.
by Matthew O'Loughlin, Hartstown



Ninja Mario looks cool. Only ninjas don't wear white karate uniforms. They wear black, right?
by Suhayl Sharif, St. Agnes



Punk Mario is a super-strong fighter and the enemies he batters then help him out for a few minutes. Okay then...
by Chris Greaves, Harrogate



SPOTTED!

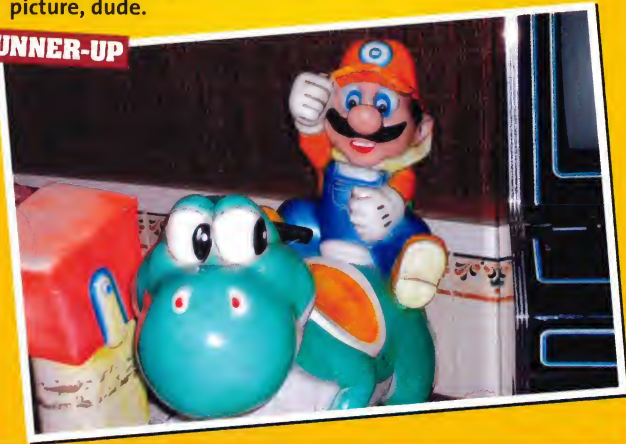
Yoshi in the boozer

Hey *NOM*, I found this grubby-looking Mario ride in a pub in Spain. But it's for little children so I didn't have a go.

Rogan T, via email

Are you sure you didn't, Rogan? We bet you were on there, trying to get Yoshi to lay an egg. Cheers for the picture, dude.

RUNNER-UP



>> Mario Kart

In *NOM* #150 you said Tim won a multiplayer *Mario Kart DS* race at the DS event in Europe. You lie! Tim is Donkey Kong and Peach came first. I found this out on a website showing the race and all the competitors. What gives?
Matthew Teague, via email
A lie? No way! Tim was first, no matter what you saw...

>> Give me the POWER!

I dug out my old Super NES, but the power lead was missing and I have no idea where I can get a new one.
Mat Beck, Portsmouth
You'll have trouble getting a lead on its own. But if you've got £20, you could probably get a Super NES and some games on eBay.

Text the Editor

Tell us what's on your Mother Brain.



Now you can let us know how you feel about the world of Nintendo in a text message!

Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. Every text sent to us can be viewed online at www.clubnom.com and here's just a small selection of your ramblings:

- * MARIO 64 DS need I say anymore?
- * I'm sooo lucky my bday was on 7th march + my parents got me a ds wen it came out! psp who needs em? I ave mario64
- * i thnk that nom should giv a free nintendo ds in each magazine 8-P
- * I reckon there should be a game based around pies
- * Pokémon on DS is gona rok!
- * I am willing to spend a couple more pounds on texts if you would pritty please send me a ds
- * I wanna c Legend Of Zelda: Ocarina of Time on da DS, dat wud rul all. Tel Ninty!!! Dan da Man.

GET INVOLVED IN THE WORLD OF NINTENDO

Can't think what to send in?
Here's a neat idea...

FRIEND OR FOE

Yuji Naka, the President of Sonic team, spoke to *NOM* about the possibilities of Mario and Sonic being in a game together. We thought it would never happen, but the fact that he and Shigeru Miyamoto have spoken about it means we can still hope.

In fact, we want them to make the game so much we can't stop thinking about what a Sonic and Mario game might be like. So we want YOU to tell us. Would you pit them against each other in a game of bitter rivalry? Would you have them working together in the ultimate tag team? We want you to design a game with both Sega's and Nintendo's famous mascots.

You should know the deal by now. We want to see pictures. Big, colourful masterpieces of your best idea for a Mario and Sonic game. It could be a picture of the box, or of a big scene in the game. Attach a brief explanation of your idea and send it to Friend or Foe – Yoshi's Art, at the usual address. Do a really good job and you could be seeing your entry in a future issue of *NOM*. Now make like a genius games designer and get scribblin'.



Send us your entries by Apr 28th

Email: nintendoletters@emap.com (mark entries by category)

Post: Quill's Mail, *NOM* UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW

Don't forget to add your name, address and phone number!

NOM'S ~~SUPER MARIO BROS~~ ^{WARIO WARE TOUCHED}

HIGH SCORES

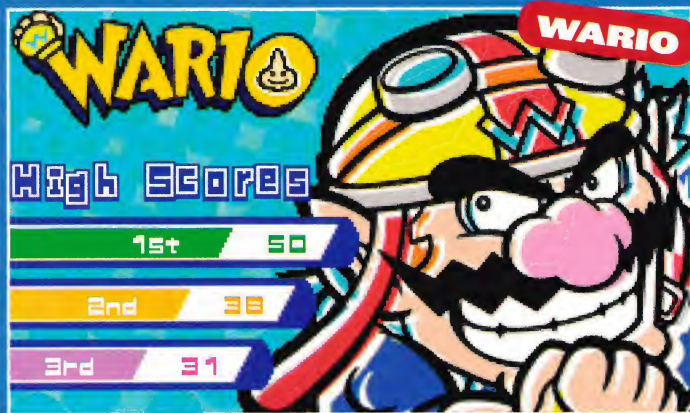


"Waah! I can't believe you did a mini-game high score challenge without asking me! You idiots!"

"Imagine my shock and horror when I picked up my copy of *NOM* last month, only to discover that fat plumber's high score challenge. What's wrong with you? I'm clearly the mini-game king."

"So I rang Waluigi and we spent at least a couple of hours setting these high scores for *Wario Ware Touched*, the best DS game ever. I will eat my cap if you beat any of these scores."

"Send your pathetic entries to me and the best will be printed in my mag, with a cheap, horrible prize going to the winners. You'll need to send evidence of your scores – a photo or video – to Wario is Great, *NOM*, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW. Or email them to rob.burman@emap.com. Remember to include a photo if you want your pig ugly face in the mag."



■ "Obviously my mini-games are the best and you should bow down in front of their glory. Think you can beat 50? Hah! No chance."



■ "Waluigi once tried to marry his NES, so I let him set these scores. He used his big nose to touch the screen instead of the stylus."



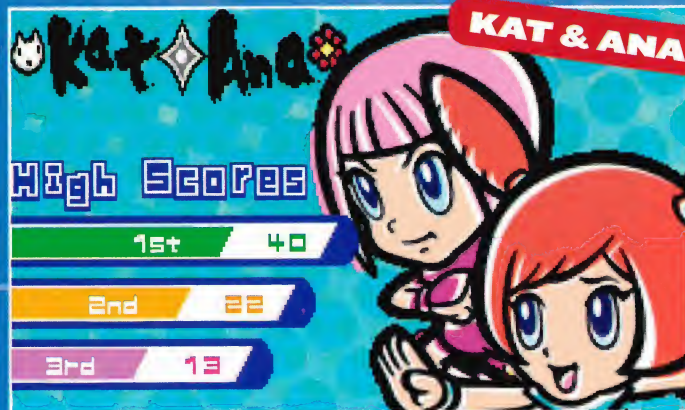
■ "Who's that attractive masked man? I certainly don't know [snigger] but he has some pretty good mini-games to play."



■ "I spent ages trying to get this high score. I had to have at least 20 snack breaks and a nap while I was playing."



■ "After the Jimmy T. session I was a bit tired so I don't think my score is the greatest one ever, unlike the rest. But you never know."



■ "Waluigi had to play this one for me 'cos I was too tired. He's definitely not as skilful as me though. I would crush this score."

GET YOUR ENTRIES IN TO US BY APRIL 11th!



#15 Lylat Wars

They don't make game boxes like they used to. That's a fact. Back in the late 90s you needed a removal van to get a game home. Now they're in sexy DVD-sized boxes.

What did cardboard ever do to anyone? It used to give you FREE STUFF for one thing. A free guide with *Super Metroid*. A Rumble Pak with *Lylat Wars*. How sweet was that?

We couldn't let this Fox issue go without a nod to the crew's last classic adventure, before Rare broke the whole thing. Blasting onto the N64 six months after the machine's launch with the Rumble Pak in tow, it basically

ruled. Violently buzzing enough to knock the controller out of your hands one minute, faintly tickling the next, the Rumble Pak brought McCloud's adventure to life. Throw in new character voices and Nintendo had a winner.

There are too many blinding moments to list in full. What about the *Independence Day*-style dogfight? The updated Corneria boss from *Star Wing*? Andross? Venom? Or the flying Landmaster tank? Maybe best of all was the Solar fire world boss with its razor-sharp arms smashing into the lava sea. It's good to see you back, Fox old chum.

Next Month

IN THE BAG

**FREE DS
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case**

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free slip
case next
issue!**

IN THE MAG

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NEXT MONTH!**

DONKEY KONGA 2



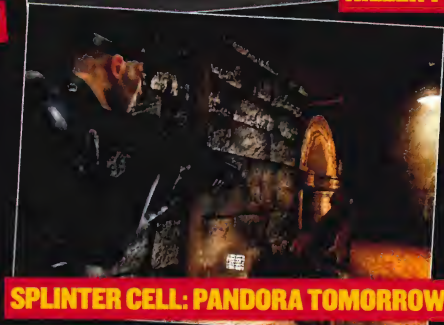
ELECTROPLANKTON



KILLER 7



SPLINTER CELL: PANDORA TOMORROW



TOUCH! KIRBY PAINTBRUSH



WARIO WARE TWISTED AND LOADS MORE



Your game faces! The end of Resi 4!



You know what makes me sick? Everything. But mostly I hate animals in space. Just 'cos space is big and empty doesn't mean you have to fill it with stinking wildlife. It makes me wanna puke.

THE GREAT FLOPS

See the crew members that never made it past blast off.

STAR FOX
SPECIAL

Star Seal has a nice ring to it. I'd have been a great space warrior, but you can't get anywhere in games without an 'X' or a 'Z' in your name these days. You think Fox McCloud is harder than me? Now you're just being stupid. I'm so hard I sucked

a black hole into ME. After that, me and all the other aquatic mammals were banned from leaving Earth. Yes, even those loser dolphins. Racism? That's for you to decide. While you're thinking, here are a bunch of other losers...

GALAXY BADGER

Suffered astro-arse plague. Unpopular with anything that had a nose. Told to "crack a window" after one noxious keff and was sucked out of the ship. Now a black, white and red smear on the hull.



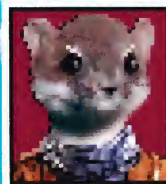
CRAPPY BAT

Veteran of too many *Castlevania* and *Zelda* games to mention. Covered the inside of The Great Fox in vomit and dung. Hung upside down squeaking as if it was somehow impressive. So typecast it's painful.



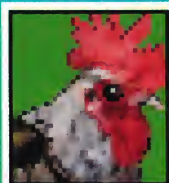
COSMIC STOAT

Slimmer and less heterosexual than Star Fleet standards. Laughed off The Great Fox after suggesting a new uniform of yellow cycling shorts and sequined cowboy hats. Mince!



CORONATION CHICKEN

Auditioned for the role of Falco against an ultra-popular space bird called Falco. Kept flipping out when told "you're a cock". Couldn't even get a part in *Billy Hatcher*.



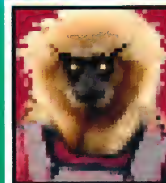
LIGHTSPEED THE HEDGEHOG

Super-fast, navy-coloured insectivore... with attitude! Loved those big rings in *Star Wing*. Probably the best idea for a character! EVAR! Some legal issues though.



GANGSTA GIBBON

Tourettes-suffering primate. Smears Fox and crew with monkey poo. Showed his 'gorilla' to Krystal and said "shizzle" a lot. Cut to avoid ELSA 18 rating. Stole Fox's phone on the way out.



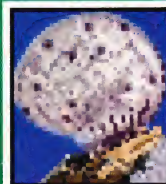
INFINITY SPIDER

This grudge-carrying, highly venomous, eight-legged space misanthrope pumped Slippy Toad full of flesh-eating toxin while he slept. No-one really seemed to mind though, except Slippy.



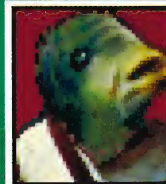
PLOPPY PROTOZOA

Arrived on board in General Pepper's chicken kebab. Multiplied by the million and gave everyone the trots, throwing The Great Fox's "one toilet is enough for all of us" policy into doubt.



ALAIN LE POISSON

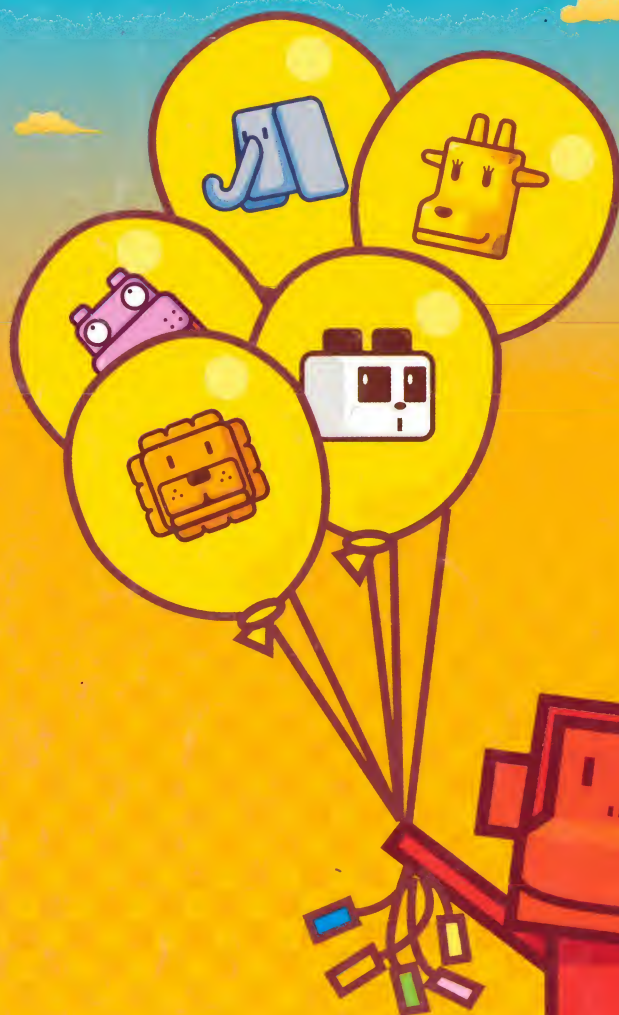
Method sprite-actor, with over 17 seconds of screen time in *Finding Nemo* (GBA), *Top Angler* (GC) and *Legend of the River King* (GB). Gaped convincingly both in and out of the ship. Nice with chips.



ACTION PUZZLE GAME

ZOO KEEPER™

IT'S ALL HAPPENING DOWN AT THE ZOO!



Move a Monkey...



Push a Panda...

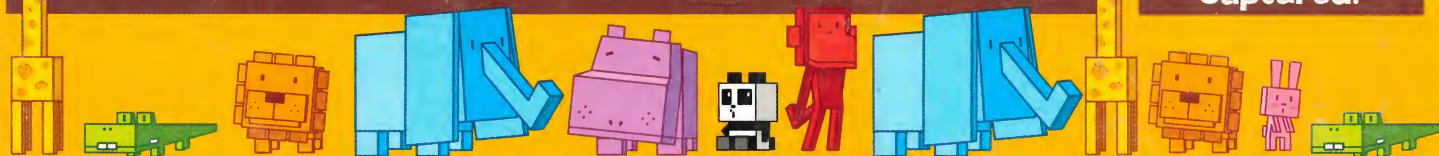
ARE YOU CAGEY ENOUGH TO BE THE KEEPER?



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A message from
Shannon
Graham

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